A casino game info page has one job: help someone understand a game before they open it. On a phone, that means answering practical questions quickly, without forcing players to pinch, rotate the screen, or hunt through vague categories. The page should explain what kind of game it is, how it works, what its key terms mean, and where to find the rules and controls.

That sounds straightforward, but mobile lobbies often mix several tasks into one screen. A player may be browsing, searching for a specific title, comparing games, or checking a rule. Those are different needs. A useful info page supports each one with clear labels and a predictable path from lobby to details to game.

For a simple test, count the taps and screens. Can someone identify the game type in one screen? Can they reach the rules in one or two taps? Does Back return them to the same place in the lobby? These small details make a material difference to navigation, especially on a compact display.

Start with the Game Format

Format should be the first organizing principle because it tells people what kind of experience they are opening. Separate slots, live casino, bingo, and hybrid games before asking players to choose a theme or mood. A person looking for bingo should not need to interpret a row of images or guess whether "Social" means bingo, a live table, or a slots collection.

Format-first navigation also makes the info page easier to understand. A clear format label near the title gives immediate context. Add a short description when the format could be unfamiliar or when a game combines elements from more than one category.

- **Slots:** Identify the game as a slot and summarize its core mechanic, such as reels, ways to win, or a bonus feature.
- **Live casino:** Say that it is a live-hosted table or game, and make relevant table details easy to find.
- **Bingo:** Explain the bingo format and any game-specific details a player needs to understand before joining.
- **Hybrid games:** State that the game combines formats, then explain how those parts work together.

Hybrid titles deserve special attention. A game may include slot-style features inside a live environment, or combine a familiar format with a separate bonus mechanic. Do not rely on a decorative thumbnail to communicate that combination. Use a direct label such as "Live game with slot-style bonus rounds," followed by a concise explanation of the interaction.

Use Categories That Describe Function, Not Mood

Category labels should explain what a game does or what kind of game it is. Labels such as "Hot," "Exciting," or "Feel-good" are mood-based, not descriptive. They may work as editorial language, but they do not help someone understand the rules, format, or features. If a lobby uses these labels, they should not replace functional categories.





Prefer labels that answer a practical question. “Free spins,” for example, suggests a feature to look for. “Live blackjack” names a format and game. “Bingo rooms” indicates where a player can browse bingo options. Keep each label specific enough to set expectations, and avoid using the same label for unrelated mechanics.

There is also a difference between a category and Click for more info a collection. “New,” “Popular,” and “Recently played” describe why games are grouped together; they do not describe what the games are. A “Favourites” section can be convenient, but it should not hide the actual game type. Keep the format visible on each card, even in collections.

Icons can reinforce labels, but should not stand alone. A small symbol may be difficult to interpret, particularly for someone unfamiliar with the lobby. Pair icons with text, and check that the text remains visible at common phone

widths. A thumbnail should help identify a title, not crop the name until several games in a series look interchangeable.

Make Search and Browsing Work for Different Jobs

Search is best when a player already has a title or provider in mind. Browsing is better when they know the kind of game they want but have not chosen a specific one. A well-designed lobby supports both paths instead of making one a substitute for the other.

When Search Works Best

Search should handle partial names, common spelling differences, and recognizable provider names where possible. Keep the search field easy to find and use a clear label, such as “Search games.” Search results should show the game title in full, along with the format and provider. If nothing matches, offer a useful next step, such as removing a filter or browsing the relevant format.

Search should not be the only way to reach game information. Many players will not know a title in advance. Search also becomes frustrating if a result opens a game directly without giving the player a chance to inspect its details first.

When Browsing Works Best

Browsing works when someone wants to explore a format, provider, theme, or game type. The route should be visible and consistent: choose a format, narrow the list if needed, then open a game card or its information page. Keep the player’s position when they return to results. Losing the scroll position after one Back action makes comparison unnecessarily difficult.

On mobile, try to keep the basic flow to a small number of steps: one tap to select a format, one to open a game’s information, and one to reach its rules if they are not already visible. The precise number may vary, but the path should be obvious and should not require navigating through several unrelated screens.

Separate Filters by What They Tell the Player

Filters are most useful when they answer distinct questions. Provider, theme, and game type are not interchangeable. Combining them into one unclear menu makes it harder to predict what will happen when a filter is selected.

Filter What it explains Example Provider Who made or supplied the game A named game studio or provider Theme The subject or visual setting Animals, mythology, or travel Game type The format or mechanic Slots, bingo, roulette, or a feature-led subtype

Provider can help someone find a familiar studio or compare its titles. Theme helps someone browse by subject, but it should not imply anything about the rules. Game type tells the player how the game is structured. Keep these options separately named, show active filters, and provide a clear way to remove them. If selecting a filter produces no results, explain that rather than showing an empty screen without context.

Put the Essential Game Information on the Page

The info page should make the most important details available without requiring a player to open the game first. A useful hierarchy begins with the game title and format, followed by a short summary, key mechanics, and links

or expandable sections for the full rules and controls.

Rules and Controls

Explain how to start and use the game in plain language. “Rules and controls” should not be hidden behind a generic label such as “More.” If controls change between portrait and landscape, say so. If a game includes a choice, bonus round, or special action, describe what the player can do and where to find the relevant control.

Do not assume that people know specialist terminology. Define terms in context, and distinguish general instructions from details that apply only to a particular feature. A compact summary can sit near the top of the page, with the full rules available lower down or in an accessible expandable section.

Qualifying Outcomes

Explain what counts as a qualifying outcome wherever that concept applies. The phrase should be paired with the actual condition: for example, which symbols, events, or game states meet the requirement. Avoid vague wording such as “win a qualifying prize” if the page does not explain what qualifies.

Keep outcome descriptions distinct from feature descriptions. A player may need to know both what result activates a feature and what the feature then does. Making those steps explicit reduces uncertainty and helps people interpret the game information without guessing.

Feature Conditions

List feature conditions clearly. State what triggers a feature, whether any choices or additional steps follow, and whether the feature has limits or variations. Avoid presenting a feature name as if the name alone explains its effect. “Bonus round” is a heading, not a complete explanation.

Where a feature has several conditions, use short paragraphs or a numbered sequence. Do not bury important conditions in a long block of promotional copy. The information page should describe the game; it should not require someone to infer how a mechanic works from a slogan.

Make the Mobile Layout Easy to Scan

Most players scan before they read in detail. Put the title, format, and short description near the top. Use meaningful section headings, short paragraphs, and lists for steps or conditions. Keep the main information in a single column on narrow screens, and avoid placing essential text inside an image where it may be cropped or difficult to zoom.

Accessibility guidance from the UK government’s Accessibility in Government blog is a useful reference point for thinking about readable, understandable digital content. In practice, this means using clear language, adequate text contrast, sensible heading order, and controls that are easy to operate with touch. Do not rely on color alone to show that a filter is selected or a section is expanded.

Keep text links and buttons visually distinct. Give controls enough room to tap, and make their labels describe the action. A close icon without a text label may be familiar to some users, but it is less clear than a labeled “Close” control. Similarly, do not make the entire game card the only way to discover where it leads if the card contains multiple actions.

Use a Small Mobile QA Checklist

A quick review on real phones can catch issues that a desktop preview misses. Test both common orientations where the game or page supports them, and make sure returning to the lobby does not reset the player's place.

- **Text size:** Can the title, rules, conditions, and control labels be read without zooming?
- **Orientation:** Does the page remain usable in portrait, and is landscape behavior explained when relevant?
- **Tap path:** Can a player reach the game info and rules in a small, predictable number of taps and screens?
- **Back behavior:** Does Back return to the same list position and retain relevant filters?
- **Labels:** Are format and category names descriptive, rather than mood-based or icon-only?
- **Titles:** Are full game names visible, including series entries that share similar thumbnails?
- **Filters:** Can users see, understand, and clear provider, theme, and game-type selections?

Keep the Page Informative and Predictable

Operators such as MrQ can make mobile discovery feel more straightforward by treating game information as part of the lobby journey, not as an afterthought. That means showing format early, offering search and browsing for different needs, and using filters that explain their purpose. It also means keeping the return path stable when someone checks a game and goes back to compare options.

The strongest game info page is not necessarily the one with the most text. It is the one that answers the right questions in the right order: What kind of game is this? How do I play it? What counts as a qualifying outcome? What are the feature conditions? Where are the rules and controls? On mobile, clear labels, readable content, and a short, dependable tap path turn those answers into a usable experience.