MSRX GAMES

# Teen Patti

## User manual

Practise alone, host a table, invite up to 11 friends, and play phone to phone. Every step has a screenshot.

VERSION 1.0 · 25 OCTOBER 2026
FOR ADULTS AGED 18+ · PLAY CHIPS ONLY, NO REAL MONEY
www.msrx.co.in/games/teen-patti

# Before you start

Teen Patti runs in your web browser. There is nothing to install and nothing to sign up for.

### What you need

A phone, tablet or computer with a recent browser: Chrome, Safari, Edge or Firefox.

### Internet

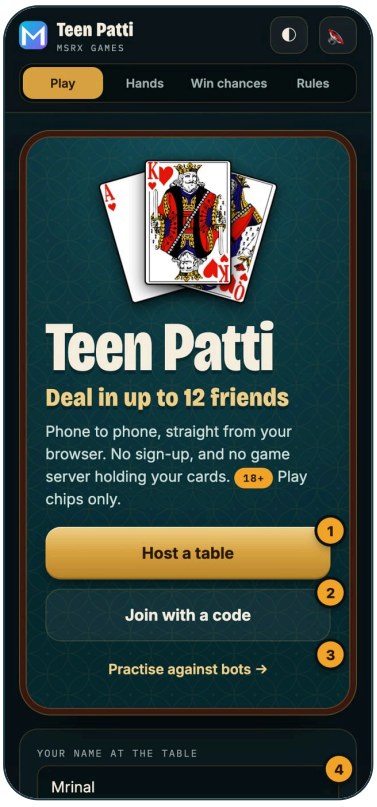
Needed to open the game the first time, and to play with friends. Practice mode, the hand guide and the win calculator also work with no internet once the game has opened once.

### Who can play

Adults aged 18 and over. The game uses **play chips only**. They have no cash value, and there is no money, no prizes and no cash-out.

# 1. Practise on your own

Two minutes, no friends needed. Bots fill the seats.

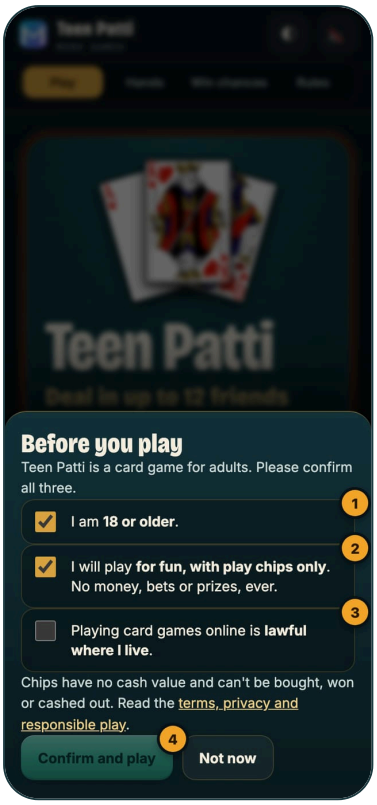



STEP 1

## Open the game and set your name

Go to **www.msrx.co.in/games/teen-patti** and press **Play now**. Type the name your friends will see, and pick a face.

1. **Host a table**: you deal for your friends.
2. **Join with a code**: a friend gave you a short invite code.
3. **Practise against bots**: play alone.
4. Your name at the table (up to 14 characters).
5. Your face. Friends see it next to your name.

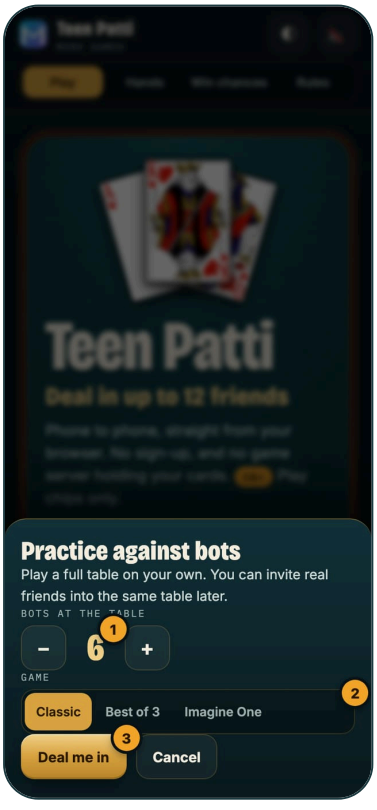



STEP 2

## Confirm you are an adult

The first time you play, the game asks you to confirm three things. Tick all three, then press **Confirm and play**. It remembers this on your device only.

1. You are 18 or older.
2. You will play for fun with play chips only: no money, bets or prizes.
3. Playing card games online is lawful where you live.
4. The button stays grey until all three are ticked.




STEP 3

## Choose the bots and the game

Pick how many bots sit with you (1 to 11) and which way to play: **Classic** (3 cards), **Best of 3** (4 cards, you drop one) or **Imagine One** (2 cards, a best third card is imagined for you).

1. Number of bots. Each bot is one seat.
2. The way to play.
3. **Deal me in** starts the first round.




STEP 4

## Your first hand

Everyone puts in the **boot** and gets cards face down. You are at the bottom. Your cards are blind: you have not looked yet, and bets are cheaper while you stay blind.

1. The other players. A gold ring shows whose turn it is, and the coins show their chips.
2. The **pot**: all the chips in play, with the current stake under it.
3. Your three cards, face down. Tap them to look.
4. **See** turns your cards over. Do it any time.




STEP 5

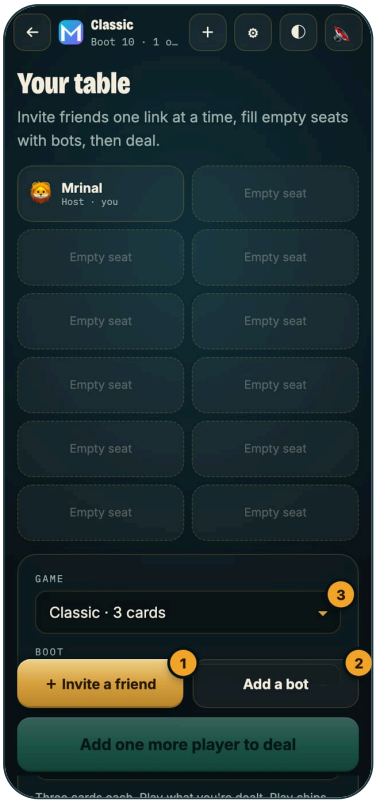
## Look at your cards and make your move

When you look, the game names your hand. When it is your turn the buttons light up and each shows what it costs. You have 45 seconds when other people are playing.

1. Your hand, named for you.
2. Your cards.
3. **Pack**: fold and keep your chips.
4. **Side show**: ask the player before you to compare hands in private (see Playing a round).
5. **Raise**: double the bet.
6. **Chaal**: pay to stay in. It says **Blind** if you have not looked yet.

# 2. Host a table for friends

You are the dealer. Your phone runs the table, so keep the page open.

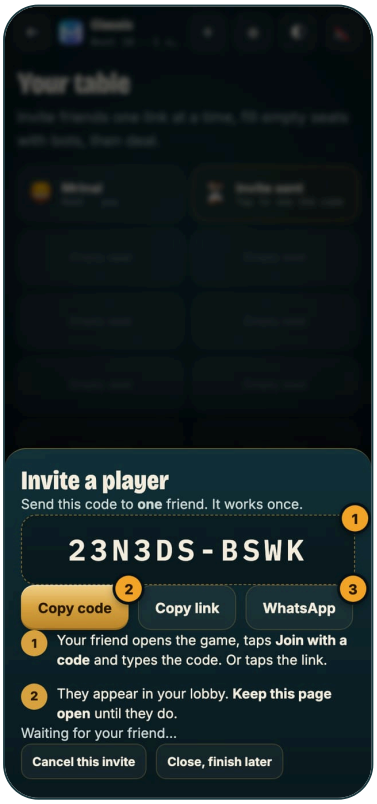



STEP 1

## Host a table

On the home screen press **Host a table** and confirm you are an adult. You land in your table's lobby. Here you can invite friends, add bots to fill seats, and choose the game, the boot (the starting bet) and the starting chips.

1. **Invite a friend**: makes a short code for one friend.
2. **Add a bot**: fills a seat with a computer player.
3. The game, the boot and the chips for everyone.

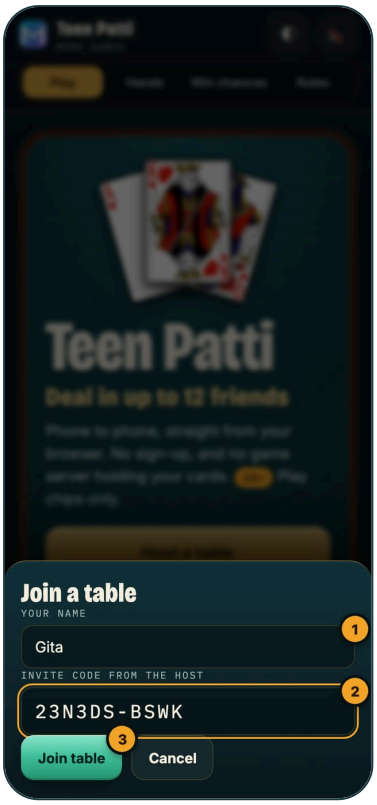



STEP 2

## Get an invite code

Press **Invite a friend**. A short code appears, like **K7M29Q-4XAF**. Send it to **one** friend by WhatsApp, a message, or say it out loud. Each friend needs their own code, and each code works once. Keep this page open until they arrive.

1. The invite code. It is 11 characters, with letters and numbers that are easy to read.
2. **Copy code**. Or use **Copy link**, or **Share**.
3. Send it straight to WhatsApp.

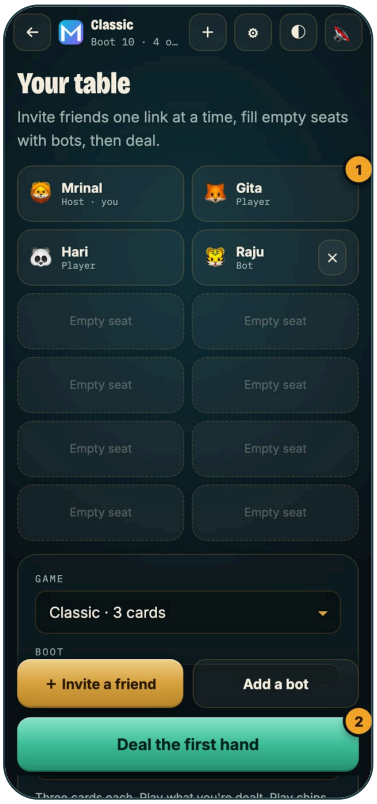



STEP 3

## Your friend types the code

On their phone, your friend opens the game, taps **Join with a code**, types their name and the code, and presses **Join table**. If you sent a link instead, tapping it fills the code in for them. They are also asked to confirm they are an adult.

1. Their name.
2. The invite code. Capital letters and the dash are optional.
3. **Join table**.




STEP 4

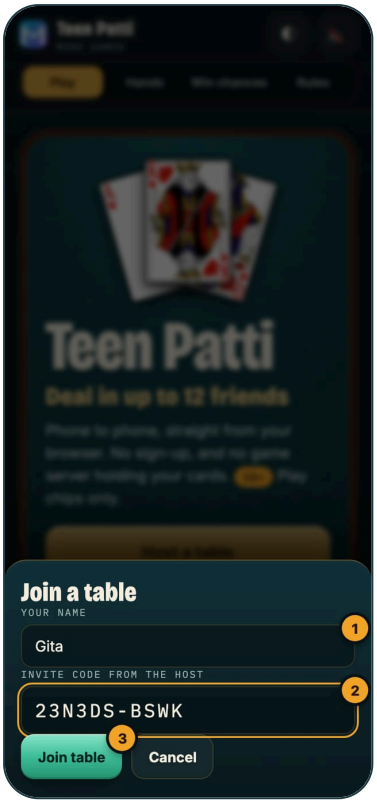
## They are at your table

Their name appears in your lobby right away, and you see "joined the table". Repeat **Invite a friend** for each friend, up to 11, and add bots if you want to fill seats. Then press **Deal the first hand**. After each round, **Deal the next round** appears for you.

1. Everyone at the table, up to 12 seats.
2. **Deal the first hand** (needs two or more players).

# 3. Join a friend's table

Your friend gave you a short invite code, or sent you a link.

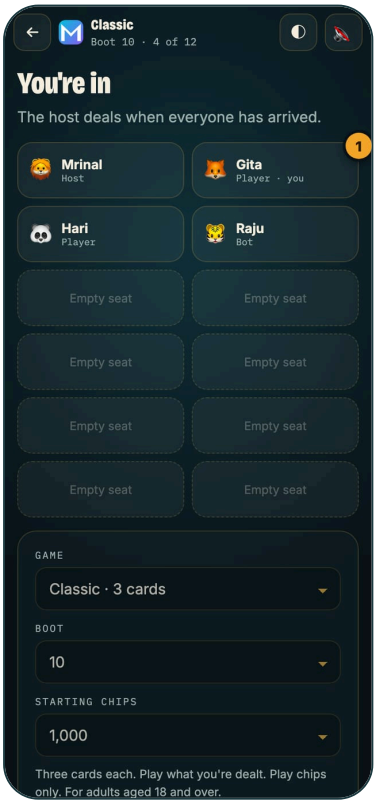



STEP 1

## Join with the code

Open the game and tap **Join with a code**. Type your name and the code, then press **Join table**. If you were sent a link, tap it: the code is filled in and you only need to press **Join table**. Confirm you are an adult the first time.

1. Your name.
2. The invite code.
3. **Join table**.




STEP 2

## Wait in the lobby

You see everyone who has joined. The host deals when the table is ready. Keep the page open and your screen awake.

1. Players at the table. You are marked **you**.



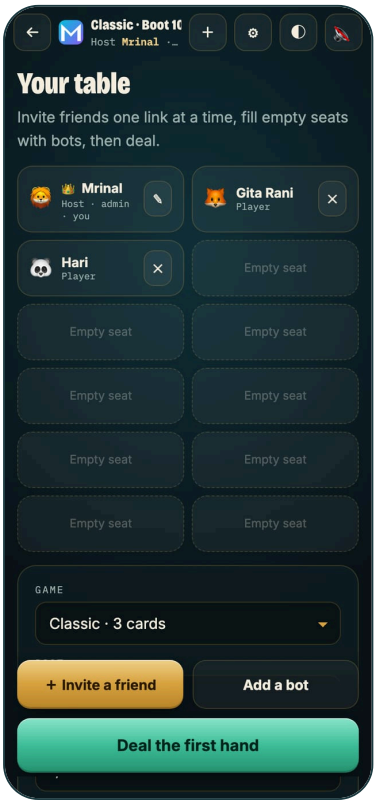

STEP 3

## Play

The table looks the same for everyone, with you at the bottom. Other players' cards are hidden from you, and yours are hidden from them. If you see **"That invite was already used"**, ask the host for a new code: each code works once.

# 4. Names and the host's controls

The host is the table's admin. Everyone can change their own name.

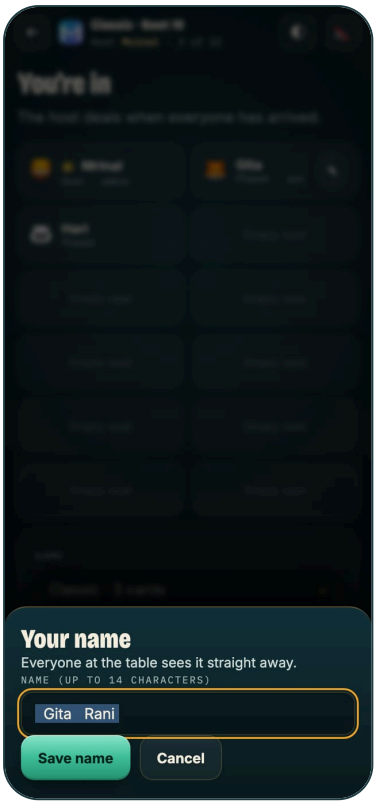



STEP 1

## The host is marked

The host has a crown 👑 next to their name, in the lobby, at the table, and in the top bar ("Host Mrinal"). The host is the dealer and the admin of the table. In the lobby, every player has a ✎ button on their own seat, and the host also has a ✕ beside everyone else.

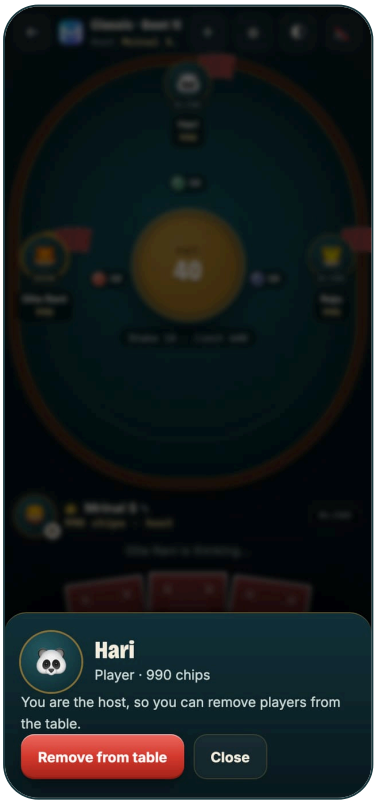
1. The host, with a crown. Only the host sees a ✕ on other players.
2. ✎ changes your own name.
3. ✕ removes a player (host only).




STEP 2

## Change your name

Anyone can change their own name at any time. In the lobby press ✎ on your seat. During a game, tap your own name above your cards. Type a new name (up to 14 characters) and press **Save name**. Everyone at the table sees it straight away.

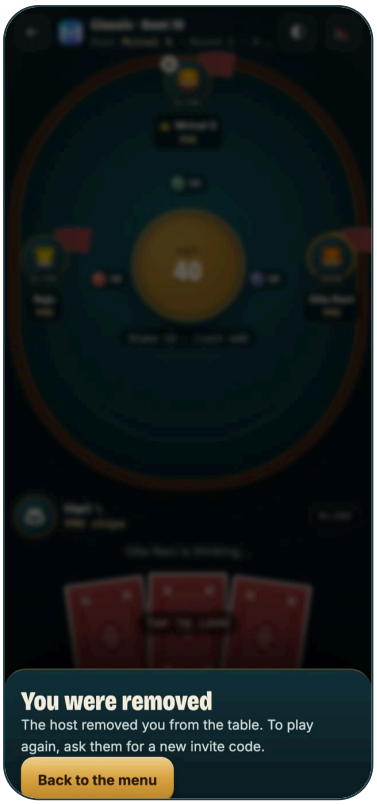



STEP 3

## The host removes a player

During a game, the host taps any player at the table. A card opens with who they are, and a red **Remove from table** button that only the host sees. The host is asked to confirm. The player leaves at once and packs this round. In the lobby the host uses the ✕ beside a name.

1. Who they are, and their chips.
2. **Remove from table**: host only.




STEP 4

### If you are removed

The removed player sees this message and goes back to the menu. Their invite code is already used, so to play again they need a **new code** from the host.

## 5. Playing a round

What happens, and what each button does.

1. Everyone pays the **boot** into the pot and gets their cards face down.
2. Going around the table, each player either bets to stay in, or **packs** (folds).
3. The round ends when everyone else has packed, or when two players are left and one asks for a **show**.
4. The best hand takes the pot. Chips carry over to the next round.

| BUTTON | WHAT IT DOES | COSTS |
|---|---|---|
| **See** | Look at your cards. You can do it at any time, even when it is not your turn. | Free |
| **Blind / Chaal** | Stay in the round. **Blind** is for a player who has not looked, and **Chaal** for a player who has. | Blind: the stake. Chaal: twice the stake. |
| **Raise** | Double your bet. The stake goes up for everyone who follows. | Twice a Blind or Chaal |
| **Pack** | Fold. You lose what you already put in. | Free |
| **Side show** | Ask the player just before you to compare hands in private. | One Chaal |
| **Show** | With two players left, pay to compare hands. If the hands tie, the player who asked loses. | One Chaal |
| **All-in** | Put in all you have when you cannot cover a Chaal. You stay in and can win what you matched. | All your chips |




STEP 1

## Asked for a side show

You can ask for a side show when you have looked at your cards, at least three players are still in, and the player just before you has looked too. The player asked sees this sheet and has 15 seconds to answer. No answer counts as **Refuse**.

1. Who is asking, and the rule: the weaker hand packs; on a tie, the player who asked packs.
2. **Refuse**: nothing happens and play moves on.
3. **Accept**: you both see each other's cards, in private.




STEP 2

## Only the two of you see it

After an accepted side show, only the two players see both hands, side by side. The weaker player packs. Everyone else only sees who packed.

1. Both hands, named.




STEP 3

## The result

A banner shows the winner and the winning cards. Tap **See every hand** to see what everyone held and what each player won or lost. The host presses **Deal the next round**.

1. The winner, the pot and the winning hand.
2. **See every hand** opens the full list.
3. **Deal the next round** (host only). Everyone else sees a waiting message.

# 6. Three ways to play

The host chooses in the lobby or in table settings (the gear). The showdown is always a three-card hand.

### Classic

3 cards each. Play what you are dealt.

### Best of 3

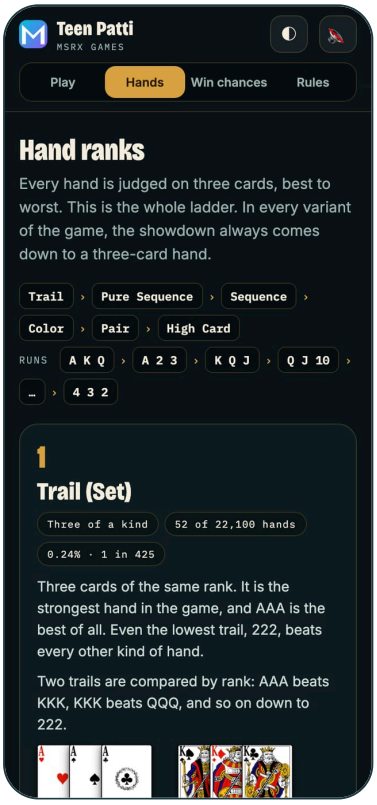
4 cards each. Keep the best three and drop one. Tap a card to drop it, or leave it and the game drops the weakest for you.

### Imagine One

2 cards each. The game imagines the one extra card that makes your best hand. Ties are common.

# 7. Hands, best to worst

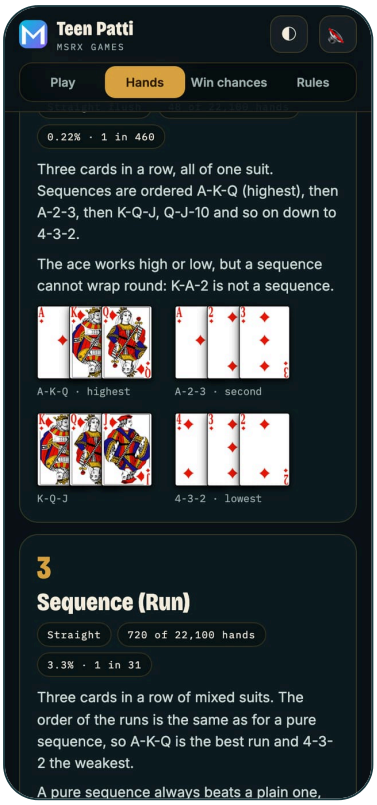
Trail, Pure Sequence, Sequence, Color, Pair, High Card. Suits never break a tie.




STEP 1

### The hand guide

Open **Hands** at the top. Every hand has a picture, an explanation and the exact odds of being dealt it. A-K-Q is the highest run, then A-2-3, then K-Q-J down to 4-3-2. K-A-2 is not a run.



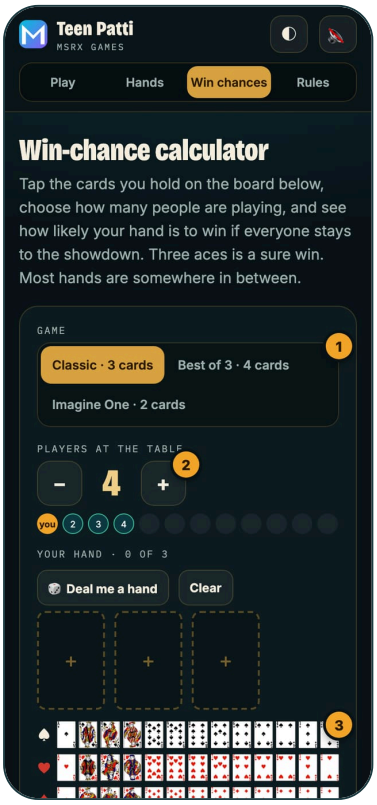

STEP 2

### Examples for every hand

Scroll for Pure Sequence, Sequence, Color, Pair and High Card. At the bottom, a table shows how often each hand appears in Classic, Best of 3 and Imagine One.

# 8. Win-chance calculator

Pick your cards, choose how many people play, and see how likely you are to win.

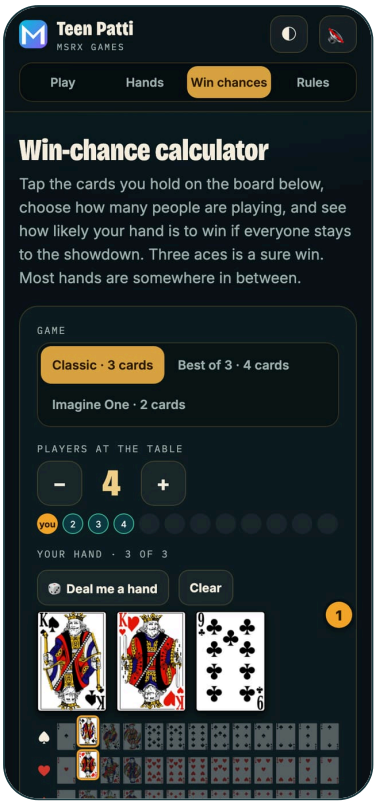



STEP 1

### Choose the game and the table size

Open **Win chances** at the top. Choose the way to play, set how many players are at the table with the + and – buttons, and tap your cards on the board.

1. Classic, Best of 3 or Imagine One.
2. Players at the table, 2 to 12.
3. Tap each card you hold. Tap it again to remove it.

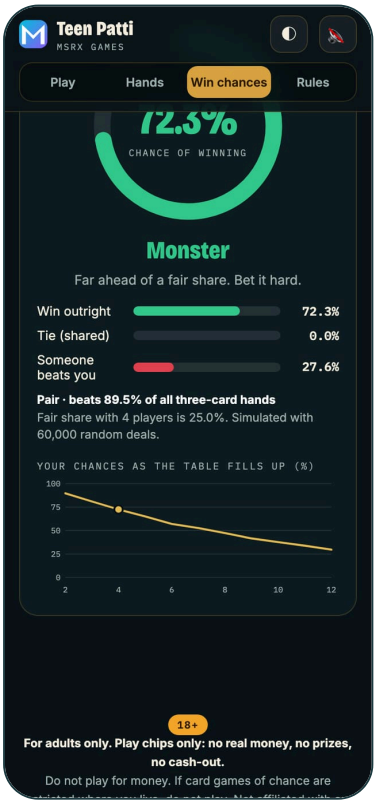



STEP 2

## Read your chance

Your chance appears as soon as your hand is full. **Three aces show 100%** because no hand can beat them. This assumes everyone stays to the showdown, so it is the strength of your cards, not a prediction of how people will bet.

1. Your hand.
2. Your chance of winning, with a verdict.
3. Outright win, shared tie and the chance someone beats you.




STEP 3

## See how it changes as the table fills

The curve underneath shows how your chances fall as more players join. Heads-up Classic hands are counted exactly; bigger tables use tens of thousands of random deals.

# 9. Offline, home screen and light or dark

After one visit the game is kept on your phone.

### What works with no internet

Practice against bots, the hand guide, the rules, the win calculator and this manual (after you have opened it once). Playing with friends needs internet, so devices can find each other.

### iPhone and iPad (Safari)

Open the game. Tap **Share**, then **Add to Home Screen**, then **Add**.

### Android (Chrome)

Open the game. Tap the ⋮ **menu**, then **Install app** or **Add to Home screen**.

**Light or dark.** Teen Patti follows your phone's light or dark setting by default. To change it, tap the ◐ button at the top, then choose **System**, **Light** or **Dark**. Your choice is kept on that device only.

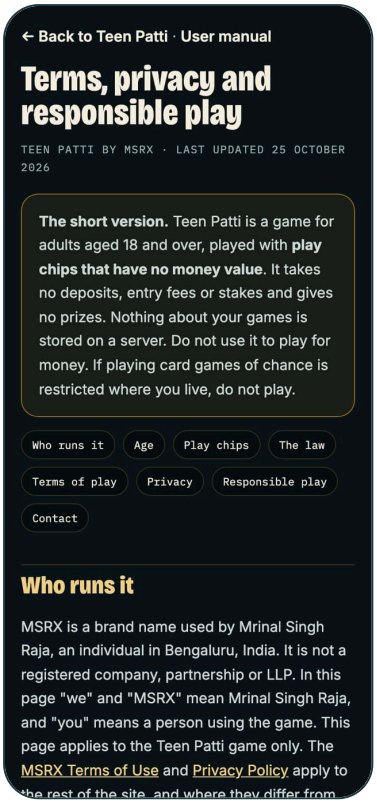
# 10. If something goes wrong

Most problems are a closed page or a strict network.

| WHAT YOU SEE | WHAT TO DO |
|---|---|
| "That code does not look right" | The code has 10 letters and numbers, like K7M29Q-4XAF. Ask the host to send it again as text. Numbers 0 and 1 and letters I, L and O are never used. |
| "No table found with that code" | The host may have closed the page, or the code was typed wrongly. Check the code and that the host still has the game open. |
| "That invite was already used" | Each code works once. Ask the host to press **Invite a friend** again for a new code. |
| "Could not reach the connection service" | Your phone has no internet, or the free service that introduces devices is busy. Check your signal and try again in a minute. Practice mode does not need it. |
| It will not connect at all | Some office and mobile networks block direct connections between devices. Try Wi-Fi, a different network or a phone hotspot, then make a fresh code. |
| Someone was removed by mistake | Only the host can remove players. Their old code is used up, so the host presses **Invite a friend** and sends them a new one. |
| A friend dropped out | In the lobby the host presses **Re-invite** beside their name. During a game the host presses **+** at the top right. Either way, send the fresh code. A player who drops is packed on their turn. |
| "Disconnected" | The host closed their page or lost signal, which ends the table. The host starts a new table and invites everyone again. |
| "Eight seconds left to move" | With other people playing, a turn lasts 45 seconds. When time runs out, you pack. |
| You ran out of chips | Press **Buy back in** to get a fresh stack for the next round. |
| No sound | Check the speaker button at the top, and that your phone is not on silent. |
| Bets, hands or rules look wrong | Reload the page. The host's phone is the dealer, so if the host reloads, the table ends. |

# 11. Fair play, privacy and responsible play

Short version. The full notice has the details.




STEP 1

## Privacy and the law in one page

Teen Patti is for adults aged 18 and over, uses play chips with **no cash value**, and stores nothing about your games on a server. Your name, face and sound setting stay on your own device.

- **The host is the dealer and the admin.** The host's phone deals the cards, keeps the table and can remove players, so only play with people you trust.
- To find each other, devices use a free public connection service (PeerJS) and Google's STUN service. They see the invite code and your network address while connecting, and nothing about the game. Players at a table can also see each other's network address.
- **Never play for money** and never settle bets over a result. If card games of chance are restricted where you live, do not play.
- MSRX accepts zero liability for the game, to the fullest extent the law allows. You play at your own risk.

Read the full **Terms, privacy and responsible play** at **www.msrx.co.in/play/teen-patti/legal.html**.

# Glossary

The words you will hear at the table.

| | |
|---|---|
| **Boot** | The starting bet everyone pays before cards are dealt. |
| **Blind** | You have not looked at your cards. Your bets cost less. |
| **Seen** | You have looked. Your bets cost double. |
| **Chaal** | A bet to stay in the round. |
| **Stake** | The current base bet. It rises when someone raises. |
| **Pack** | Fold your hand. |
| **Side show** | A private comparison with the player before you. The weaker hand packs. |
| **Show** | With two players left, pay to compare hands and end the round. |
| **Trail** | Three cards of the same rank. AAA is the best hand. |
| **Pure sequence** | Three cards in a row of one suit. |
| **Sequence** | Three cards in a row of mixed suits. |
| **Color** | Three cards of one suit, not in a row. |
| **Pot** | All the chips bet in the round. |
| **Play chips** | Free tokens used only inside the game. They have no money value. |

**Tip.** Keep the game page open and your screen awake while you play. If you lock your phone, it can drop out of the table.

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FUTURE. INTELLIGENCE. IMPACT.

MSRX Games · Teen Patti user manual, version 1.0, 25 October 2026. For adults aged 18 and over. Play chips only: no real money, no prizes, no cash-out. Do not play for money. MSRX accepts zero liability, to the fullest extent the law allows, and you play at your own risk. Card images: SVG-cards by David Bellot, LGPL-2.1. Full terms, privacy and responsible play: www.msrx.co.in/play/teen-patti/legal.html. Questions: mrinalsinghraja@gmail.com.