



Mini Flush (Teen Patti)



Game Summary

Mini Flush is a simplified version of **Teen Patti** designed for fast-paced, casino-style table play. It involves **one hand dealt to each player and one to the dealer**, with predefined win logic based on poker-style hand rankings.



Game Setup

- **Decks Used:** 6 standard 52-card decks
 - **Burn Rule:** Optional – burn 1 card before each round (confirm with client)
 - **Cards Dealt:**
 - 3 cards per player
 - 3 cards for the dealer
-



Screen Layouts

1. **Dealer Screen (Tablet Control Panel)**
 - Full control for dealing, reshuffling, resetting, and declaring winners
 - View all players' hands and dealer's hand
2. **Player Screens (Up to 6)**
 - Display their own 3-card hand
 - Show win/loss result after reveal
 - No player controls; read-only screens
3. **Win Display Screen (VIDEO REQUIRED)**

Game Logic (Rules)

- **Cards Per Hand:** 3 per player and dealer
- **Hand Rankings** (from highest to lowest) (ANYTHING ELSE APART FROM THIS?):
 - **Trail (Three of a Kind)** – e.g., A-A-A
 - **Pure Sequence (Straight Flush)** – e.g., 7-8-9 of Hearts
 - **Sequence (Straight)** – e.g., 5-6-7 (mixed suits)
 - **Color (Flush)** – 3 same-suit cards, non-sequential
 - **Pair** – e.g., Q-Q-2
 - **High Card** – e.g., A-Q-7
- **Winner:**
 - Compare player's hand vs dealer hand
 - If player hand > dealer hand → Player wins
 - If player hand < dealer hand → Dealer wins
 - Equal hand → Draw
- **Multiple Players :**
 - Each player is independently compared with the dealer
 - Multiple players can win, lose, or draw in same round

Controls (Dealer Panel)

Button	Function
Shuffle	Shuffles deck and optionally burns a card

Burn Card	Burns top card (optional, visually removed)
Deal Cards	Deals 3 cards to each player and 3 to the dealer
Add Player	Add up to 6 players
Remove Player	Remove player slot
Reset Table	Resets game state, hands, and results
Undo Last	Undo last action (e.g., deal, draw)
Reveal Hands	Show dealer and player hands, calculate result
Highlight Win	Manually confirm winners if needed
Add Card	Add a specific card to any hand for testing or correction

Backend Details

- **Database:** MongoDB
 - **WebSocket Events:**
 - Sync state between dealer and all player/display screens
-

Constraints & Rules

- **Max players:** 6
- **Max cards drawn per round:** 3 per player + 3 for dealer
- **Auto shuffle:** Trigger when < 52 cards remain
- **Dealer always plays;** no dealer qualification check required
- **No side bets or chaal/blind actions**
- **All hands revealed at end** (no folding or hiding)

? Open Questions / Doubts

1. **Burn card mandatory or optional per round?**
 2. **Allow players to view all hands or only their own?**
 3. **Any tie-breaker logic (e.g., suit ranking) for exact hand match?**
-