You change the text size in your phone's accessibility settings, return to a casino app, and suddenly the lobby feels like a different product. Game names are cut off. Buttons overlap. A row that used to fit neatly across the screen now scrolls sideways—or disappears beneath a banner. The text may be larger, but the information you need is harder to read.

That is not simply a styling problem. A lobby is a navigation system: it helps you understand what kinds of games are available, find a particular title, and move between sections without losing your place. When **dynamic text size** is enabled, that system should remain understandable and usable, not just look bigger.

This guide explains what to check after changing text size, how good casino-lobby navigation should work, and when search, browsing, or filters are the better route. The same checks are useful whether you are using a casino app or a mobile website, including a lobby such as MrQ's.

Start with the real test: can you still find and identify a game?

A lobby can pass a quick glance and still fail in use. Try a short task rather than judging only whether the letters look larger. For example: find a live game, return to the lobby, and then locate a slot by provider. Notice how many taps and screens it takes—and whether the app keeps your place when you go back.

Look for practical signs of trouble:

- Game titles are clipped, truncated, or hidden beneath artwork.
- Two or more controls overlap, or a button's label no longer fits.
- Cards become so tall that important details or controls are pushed far down the page.
- Category labels wrap in a way that makes neighboring options hard to distinguish.
- A filter opens, but its options or the "Apply" control are difficult to reach.
- The layout forces horizontal scrolling for ordinary reading or navigation.
- Returning from a game resets your category, search, filter, or scroll position.

Some wrapping and extra scrolling are expected when text grows. The key question is whether the interface still works: can you read the labels, understand the choices, activate controls, and recover your place?

Format-first navigation: know what kind of game you are opening

The first layer of a useful lobby should make the game format clear. Slots, live casino, bingo, and hybrid games are not interchangeable browsing categories. They describe different ways to play and often involve different screen layouts, rules, and expectations.

Format-first navigation gives people a clear starting point. A player looking for a slot should be able to choose "Slots" without first interpreting a themed collection or scrolling through a mixed feed. Someone looking for live tables should not have to guess whether a "Popular" shelf contains mtgarena.pro live roulette, slot versions of roulette, or both.

Hybrid titles need especially clear handling. A game may combine slot-style mechanics with a live host, or include features that cross familiar formats. It can be featured in more than one place, but the lobby should explain why it appears there rather than making the player infer its format from a thumbnail.

Check the navigation after increasing text size

- Are the main formats still visible without hunting through several screens?
- Do labels such as “Slots,” “Live Casino,” and “Bingo” remain readable and distinct?
- Can you tell whether a hybrid title is live, slot-based, or a combination?
- Are icons accompanied by text, rather than being the only clue?

Icons without labels are a common source of avoidable uncertainty. A picture of a card or spinning wheel may be decorative, ambiguous, or unfamiliar. Text gives the icon a clear meaning—especially when a larger text setting changes spacing or makes the icon-to-label relationship less obvious.

Category labels should explain function, not mood

Once you have chosen a format, the next layer should help you narrow the selection. Good categories describe what the group contains or how it works. Labels such as “By Provider,” “Jackpots,” “Table Games,” or “Recently Played” communicate a recognizable function or property.



Mood-based labels do something different. “Feel Lucky,” “Hot,” “Exciting,” and “Chill” may sound inviting, but they do not tell you what games you will find. They are promotional language, not reliable navigation. If the text gets larger and a label wraps or is shortened, the meaning can become even less clear.

This matters because players should not have to open a category just to discover what it means. A mood-based shelf can be an optional feature, but it should not replace descriptive routes to formats, providers, or game features. If a category is based on a specific selection rule, the interface should make that rule understandable.

As a practical test, ask: “Could someone predict what is inside this category from its name alone?” If the answer is no, the label may be serving promotion rather than navigation. Look for a clearer route, such as a format tab or a descriptive filter.

Search versus browsing: choose the route that fits the task

Search and browsing solve different problems. Search is efficient when you already know a title, provider, or distinctive term. Browsing is better when you are exploring, comparing formats, or do not yet know the name of

the game you want.

What you want to do Best starting point What to check with larger text Find a known game title Search Is the search field labeled, readable, and easy to activate? Explore a type of game Format navigation, then browse Can you distinguish formats and scroll the results clearly? Find games from a known provider Provider filter or provider category Are provider names legible and selectable? Discover games by subject Theme filter or descriptive theme category Are theme names specific enough to understand? Explore an unfamiliar hybrid Browse a clearly explained format or feature category Does the game card explain what kind of game it is?

Search is not automatically the most accessible option. A magnifying-glass icon with no text label may be hard to identify, and a search field can be awkward if its hint disappears when you type. After changing text size, check that you can find the search control, understand what it accepts, and read the results. Also see whether a search with no matches gives a useful next step rather than a blank screen.

Browsing has its own demands. It may involve scrolling through many cards, interpreting category names, and remembering where you were. A well-designed lobby gives you clear headings and consistent categories. It should also preserve your position when you open a game and return. Losing your place can turn a two-tap task into a repeated search across several screens.

Filters are not all the same

Filters help narrow a large lobby, but each filter answers a different question. Treating them as one undifferentiated list can make the interface confusing, especially when longer text causes options to wrap or the filter panel to expand.

- **Provider:** Who made or supplied the game? This is useful when you know the studio name or want to compare titles from one provider.
- **Theme:** What subject or visual setting does the game use? A theme might describe a setting, character, or story, but it does not tell you the game's format or mechanics.
- **Game type:** What kind of game is it? This may include slots, table games, bingo, or live games. The exact options depend on the lobby.

These filters should be clearly named, and selecting one should produce a result set that matches what the label promises. A theme filter should not stand in for a game-type filter. A provider name should not be the only way to distinguish a live title from a slot. Each option needs enough space to remain readable, and selected filters should be visible so you can tell what is affecting the results.

Check how the filter flow works on your device. Can you open the panel, select an option, apply it, and remove it again without losing your place? Does the results page show that the filter is active? If several filters can be combined, can you understand which ones are selected? A visible "Clear filters" control can save repeated backtracking.

Title readability: thumbnails are not a substitute for names

Game artwork is often designed to attract attention, not to communicate a title at every screen size. When text size increases, a card may grow, shrink, or reflow. The game name can end up clipped, wrapped into an awkward shape, or placed over a busy part of the image. Series entries may then look almost identical, making the title the only dependable way to tell them apart.

Check whether the full game title is available as readable text outside the image. If a title is shortened, can you still distinguish it from related games? Do the cards show useful information in a consistent place? A lobby should not require you to recognize artwork from memory just to select the right game.

Title readability also matters in search results and recently played lists. If those screens use smaller cards or denser layouts than the main lobby, test them separately. A setting that works on the home screen may still leave search results difficult to scan.

Use a repeatable accessibility check

Accessibility settings vary by device and app. Text size, display zoom, and an app's own text controls can affect the layout differently. The UK government's accessibility guidance at accessibility.blog.gov.uk is a useful reference for understanding why content needs to remain usable when people adjust how it is presented. For a casino lobby, the practical test is whether key information and controls remain available in the settings you use.

1. Increase text size using the setting you normally use.
2. Open the lobby and check the main format navigation.
3. Browse one category and read several game titles.
4. Use search to find a known title, then check the results.
5. Apply one provider filter and one theme or game-type filter.
6. Open a game and return. Check whether your results and scroll position remain intact.
7. Rotate the device if you use both portrait and landscape, then repeat the key checks.

Count the taps and screens, too. If a simple task takes more steps after increasing text size, identify where the extra navigation comes from: hidden controls, unclear categories, a collapsed menu, or a reset lobby. That information is more useful than saying only that the app "feels harder."

A quick checklist for text size and orientation

- **Text size:** Are navigation labels, filter options, game titles, and buttons readable without clipping?
- **Layout:** Do controls remain separate and usable, with no overlapping text or accidental horizontal scrolling?
- **Orientation:** Does the lobby still work in portrait and landscape, if your device or app supports both?
- **Navigation:** Are formats clearly named, and do back actions preserve your place?
- **Labels:** Do categories explain what they contain, rather than relying on mood-based wording or unlabeled icons?
- **Discovery:** Can you use search for known titles and browsing for exploration?
- **Filters:** Are provider, theme, and game type presented as distinct ways to narrow results?
- **Titles:** Can you identify a game from readable text, even when its thumbnail is cropped or similar to other entries?

What a good result looks like

A lobby that handles dynamic text size well does not need to keep every card or row exactly as it was. It can reflow, add vertical space, or require more scrolling. What it should preserve is meaning and control: you can tell which format you are in, understand what a category does, read the title, change filters, and get back to where you were.

When a text-size setting seems to “break” the lobby, test the whole route rather than the font alone. Start with format-first navigation, check whether labels describe function instead of mood, and use search or browsing according to what you know. Then test provider, theme, and game-type filters separately. Those simple checks reveal whether the problem is just a crowded screen—or a navigation flow that has stopped explaining itself.

