

# Teen Patti

3-6 players

52 cards

Difficulty: Easy

Duration: Short

Have the best 3-card hand or be the last player standing.

## SETUP

- 3-6 players with a standard 52-card deck.
- All players ante (boot) into the pot.
- Deal 3 cards face-down to each player.

## SCORING

- Trail > Pure Sequence > Sequence > Color > Pair > High Card.
- Three Aces is the highest trail; A-2-3 suited is the highest pure sequence.

*Tip: Play blind early to pressure opponents and keep your betting costs low.*

## ON YOUR TURN

- Choose to play blind (no peeking) or seen (look at your cards).
- Bet, call, raise, or fold. Blind players bet at half rate.
- When two remain, request a show to compare hands.

Teen Patti (meaning 'three cards' in Hindi) is one of the most popular card games in South Asia, especially India. Often compared to three-card poker, it combines elements of betting, bluffing, and hand ranking in a fast-paced social setting. It is a staple of Diwali celebrations and family gatherings.

## Objective

Have the best three-card hand at the showdown, or be the last player remaining after all others have folded.

## Setup

1. **Players:** 3-6 players.
2. **Deck:** Standard 52-card deck (no jokers).
3. **Deal:** Each player places an ante (boot) into the pot. The dealer deals 3 cards face-down to each player, one at a time.

## Gameplay

1. **Blind or Seen:** On your turn, choose to play blind (without looking at your cards) or seen (after looking). Blind players bet half the amount that seen players must bet.
2. **Betting:** Play proceeds clockwise. Each player can bet (call or raise) or fold. A blind player's minimum bet equals the current stake; a seen player's minimum bet is twice the current stake.
3. **Show:** When only two players remain, either can request a show. If both are seen, both pay the current stake. If one is blind, only the seen player can request a show.
4. **Sideshow:** A seen player may request a sideshow (compromise) with the previous seen player, comparing hands privately. The weaker hand folds.

## Scoring

- **Trail (Three of a Kind):** Three cards of the same rank. Three Aces is the highest.
- **Pure Sequence (Straight Flush):** Three consecutive cards of the same suit. A-2-3 is the highest.
- **Sequence (Straight):** Three consecutive cards of different suits.
- **Color (Flush):** Three cards of the same suit, not in sequence.
- **Pair:** Two cards of the same rank. Higher pair wins; if equal, the kicker decides.
- **High Card:** When no other combination is made, the highest card determines the winner.

## Variations

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- **Mufliis:** Hand rankings are inverted, so the worst hand wins.
- **AK47:** Aces, Kings, 4s, and 7s are wild cards.
- **Best of Four:** Deal 4 cards; players choose the best 3-card combination.
- **Joker Hunt:** One or more cards are randomly designated as wild jokers for the round.

## Tips and Strategies

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- Playing blind early puts psychological pressure on opponents while keeping your bets low.
- Watch opponents' betting patterns for signs of strong or weak hands.
- Fold early with weak hands to preserve your bankroll for stronger opportunities.

## Tips & Strategy

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Start blind to keep your bets low and apply pressure. Pay attention to how opponents bet after looking at their cards. Fold weak hands early rather than chasing the pot.

The blind vs. seen dynamic is central to Teen Patti strategy. Playing blind forces seen players to bet double, creating a cost advantage. Skilled players toggle between blind and seen play to manipulate the pot size.