You open a casino lobby, choose a category, scroll through games, and tap a thumbnail to read its details. Then you press Back—and land somewhere else. Perhaps the lobby has returned to the top, switched to a broad "All Games" view, or forgotten the category you were browsing. It is a small navigation problem that can turn a quick check into a frustrating search.

A good lobby should make the route back predictable. The key is to understand what the Back control does, distinguish browsing from searching, and use filters and categories in a way that gives the lobby enough context to restore your place. These tips apply whether you are using a casino website or app, including operators such as MrQ; the exact labels and behavior can vary by product and device.

What "back to the same category" should mean

Returning to the same category is more than seeing the same games again. Ideally, the lobby restores three things: the category you selected, the filters you applied, and your position in the list. That last detail is called **preserving scroll position**. If you were halfway down a "Live Blackjack" list, a useful return should put you close to that point rather than at the top of the lobby.

There may be several screens in the journey:

1. **Lobby screen:** the starting page, with categories, search, and game tiles.
2. **Category view:** a focused list, such as slots or bingo.
3. **Game details:** information about a selected game, such as its provider or features.
4. **Game screen:** the playable game, which may open inside the app or in a separate view.

Count the steps: in the simplest flow, that is one tap to select a category, one tap to open a game's details, and one Back action to return. But if the details page opens from a separate game screen, you may need two Back actions. A well-designed interface makes that distinction clear and does not silently send you to a different lobby view.

Start with format-first navigation

When you are browsing rather than looking for one specific title, start with the format of the game. Format-first navigation answers a practical question: *What kind of experience am I trying to find?* Common top-level formats include slots, live casino, bingo, and hybrid games that combine elements of more than one format.

Format What it helps you find Useful detail to check Slots Reel-based games, often arranged by theme or provider Whether a category is broad, such as all slots, or specific, such as video slots Live casino Games hosted by a live dealer or presented as live tables Whether the list separates table types, such as blackjack and roulette Bingo Bingo rooms, games, or scheduled sessions Whether the category describes a room, a game format, or a timetable Hybrids Games that blend formats or add interactive elements Which underlying format the lobby uses to file the game

Format-first browsing gives the lobby a useful starting point before you narrow the results. It also helps when you return: if you know you were in "Live Blackjack," you can check whether Back has preserved that specific category or only returned you to "Live Casino." Those are not necessarily the same view.

Choose category labels that explain function, not mood

A category label should tell you what you will find when you tap it. Labels such as “Slots,” “Live Roulette,” “Bingo Rooms,” or “New Releases” are descriptive. Labels such as “Hot,” “Lucky,” or “Thrilling” are mood-based. They may be promotional or entertaining, but they do not explain the selection rule.

This matters when you are trying to return to a category. If the label is descriptive, you can remember what it contained and recognize it again. If it is mood-based, you may not know whether it grouped games by format, popularity, a promotion, or an editorial choice. The word “Favorites,” for example, is only helpful if it clearly means your saved games—and it can be confusing when it hides what kind of games are inside.

When several category names sound similar, look for a subtitle, heading, or filter summary that describes the function. A label like “Featured Slots” at least states the format, while “Must-Play” does not. If the lobby offers only vague names, use the visible game list or filters to confirm where you are before opening a detail page.

Search versus browsing: use the right route

Search works best when you already have a target. If you know a game’s title, entering a distinctive word or the provider’s name can be quicker than scrolling through several categories. Search is also useful when a long lobby has many pages or an alphabetically extensive catalog.

Browsing works better when you know the kind of game you want but not its name. You can start with a format, scan the category, and narrow it with filters. Browsing also helps you discover unfamiliar titles, provided the lobby’s labels and thumbnails make it possible to tell games apart.

When search can make returning harder

Search results may be a temporary view rather than a category. If you open a result and press Back, the lobby could restore the search results, clear the query, or return to the last category you visited. Pretty simple.. Before opening a result, note whether the search box still contains your term and whether a category name is shown elsewhere on the screen.

If you need to return to the same category, avoid replacing your browsing route with a new search unless you are comfortable rebuilding that route afterward. When possible, open the game details from within the category itself. That makes the expected return path easier to follow: category, details, Back, category.

When browsing can make search harder

Browsing is less efficient when you know the exact title but the lobby divides games across many formats or providers. Instead of checking several categories, use search first, then make a note of the game’s category if you plan to continue browsing afterward. A helpful lobby shows a clear path or category label in the details view, rather than leaving you to guess where the game came from.

Filters are not categories: provider, theme, and game type

Filters narrow a list; categories define the starting collection. That distinction matters because two screens can look similar while representing different navigation states. For example, “Slots” may be the category, while “Provider: Example Studio” is a filter applied within it.

- **Provider:** identifies the studio or supplier associated with a game. Use this when you know who made the title or want to compare games from one provider.
- **Theme:** describes a subject or visual setting, such as mythology, adventure, or fruit. Themes can appear across different providers and game types.

- **Game type:** describes how the game is played or presented, such as a slot, table game, live game, or bingo format. This is often the most useful filter when you want to narrow by mechanics.

These filters differ because they answer different questions: *Who made it? What is it about?* and *How does it play?* A single title can match one provider, several theme descriptions, and one or more game-type classifications. Do not assume that selecting a theme changes the format category, or that choosing a provider takes you to a new category.

Before opening a game's details, look for active filter chips, checkboxes, or a results heading. After you return, confirm that the same filters remain applied. If they have disappeared, reapplying them may be faster than repeating the entire browse. A clear "Clear filters" control is useful, but it should not be confused with Back: one resets the filter state, while the other should take you to the previous view.

A practical back-navigation routine

Use this short routine whenever you want to inspect a game without losing your place. It takes a few seconds and can save repeated scrolling.

1. **Identify the view:** read the category heading before you open a game. Confirm whether you are in a format such as slots, a narrower category, or a search-results view.
2. **Check the filters:** notice any provider, theme, or game-type selections. If there are several, keep a quick mental note of them.
3. **Open the details page:** use the game tile or its information control. If the tile starts the game immediately, look for a separate details option instead.
4. **Use the in-app Back control first:** this is usually the clearest way to return to the lobby view that opened the details. Browser Back and device-level gestures may behave differently.
5. **Verify the return:** check the category heading, active filters, and scroll position. If one is missing, avoid tapping other controls until you know whether the page has actually changed.

You know what's funny? for a straightforward category-to-details-to-category trip, that is typically three actions: tap the category, tap the game details, and tap back. If you have to use a browser control, reopen a menu, or restore filters, count those as extra steps. Tracking the taps helps identify whether the problem is a confusing label, a lost filter, or a Back action that resets the lobby.

What to try when Back sends you to the top

Some lobbies preserve the selected category but not the scroll position. Others reload the category when you return, which can reset filters or move the list to the top. If that happens, try these steps in order:

- Check whether the category name is still selected. If it is, you may only need to scroll back to your previous position.
- Look for active filter chips. Reapply only the filters that have been cleared instead of starting over.
- Use the lobby's own Back or close control before trying the browser's Back button.
- If you opened the game in a new tab or separate view, return to the original lobby tab rather than starting a new session.
- On a small screen, pause before tapping near the edges: a gesture may trigger device navigation instead of the app's control.

If the list reloads consistently, treat the category heading and filters as your anchors. For example, note “Live Casino, Roulette, Provider X” before opening a detail page. This is not a substitute for good navigation, but it gives you a reliable route back even when scroll position is not preserved.

Accessibility and small-screen checks

Back navigation should not depend on recognizing an unlabeled icon or performing a precise gesture. The UK government’s accessibility guidance at accessibility.blog.gov.uk is a useful reference for thinking about clear, understandable digital journeys. In a lobby, a visible “Back to Live Blackjack” label communicates more than an arrow alone, especially when a small arrow could mean close, previous, or return to the main lobby.

Here is a small QA checklist to use on a phone or tablet:

- **Text size:** can you read category names, filter chips, and the Back label without zooming?
- **Orientation:** does the category and its controls remain understandable in both portrait and landscape, where supported?
- **Labels:** do icons have text or another clear cue, rather than requiring you to guess?
- **Focus and touch targets:** can you reach Back and filter controls without accidentally opening a game?
- **Return state:** does the interface make it clear whether it restored the category, filters, and scroll position?

These checks are useful even if you do not use accessibility settings. Large text can change how many tiles fit on screen, while switching orientation can shift the layout or move a Back control. A well-designed lobby should remain understandable when those conditions change.

Make game tiles easier to recognize

Returning to a category is only helpful if you can identify the game you were looking at. Thumbnails that crop titles can make entries in a series look almost identical, particularly when the artwork shares a logo or color scheme. When you return, read the full title in the tile or details page rather than relying on artwork alone. A lobby should also avoid using tiny, low-contrast text for distinctions such as a sequel number or table variant.

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If two entries look alike, search the distinctive part of the title or check the provider and game type. This is another reason to keep those filters separate: provider can help distinguish a studio’s catalog, while game type tells you how a particular entry is classified. Neither tells you by itself which title in a series you opened.

Bottom line

To get back to the same category after checking game details, begin with a descriptive, format-first category, note any filters, and open details from within that view. Then use the lobby’s own Back control and check whether it preserved the category, filters, and scroll position. Search is best for a known title; browsing is best for exploring a format or discovering games. Provider, theme, and game-type filters each narrow the list for a different reason.





Most importantly, category labels should explain what they contain—not just set a mood—and Back should tell you where it will take you. If a lobby makes you guess, remember the simple route: identify the category, record the filters, open the details, and verify the return. That is the difference between a quick three-action check and a fresh search through the whole lobby.