



# Artifact

Accessibility Score: ★★☆☆☆

Artifact is a strategy card game that plays out across three lanes at once. For blind players, mastering it means building strong memory habits, organizing cards into easy-to-recall roles, and using sound cues or verbal notes to track lane states. Success comes from making lane decisions before they arrive and sticking to a consistent play structure.

## Sound and Structure – Setting Up for Success

- Use Headphones – Stereo sound helps identify which lane events happen in, as well as attack, ability, and deployment cues.
- Lower Music Volume – Prioritize sound effects so hero summons, damage ticks, and tower hits are clear.
- Turn Rituals – Always follow a fixed decision pattern: check lanes → plan plays → execute → review remaining resources.

## The Three-Lane Mindset – Thinking in Parallel

- Lane 1, Lane 2, Lane 3 – Treat them like three small games running side by side.
- Mental Tags – Assign a short word to each lane each turn (“win,” “hold,” “lose”) to help decide resource allocation.
- Carry-Over Awareness – Remember that winning two lanes is enough to win the match, so don’t overcommit to all three.

## Card Roles – Functions Over Names

- Heroes – Main units with abilities; anchor your strategy in their presence.
- Creeps – Fill the board, apply pressure, protect heroes.
- Spells – Lane-specific or global effects; track which lanes can legally play them.
- Items – Buff heroes, restore health, or change attack targets.
- Tip: Group your deck mentally into “lane push,” “control,” and “utility” piles to make decisions faster.

## Resource Management Without Visuals

- Mana Per Lane – Each lane has its own mana pool; count it out loud or in your head before each play.





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- Gold Tracking – Know how much you've earned so you can plan item purchases in the shop phase.
- Cooldown Memory – Hero abilities often have cooldowns; remember the turn count for reuse.

## Combat Without Visuals – Clear Lane Battles

- Attack Direction Awareness – Heroes and creeps attack forward unless redirected by abilities; track when that changes.
- Health and Damage Tracking – Keep a mental tally of unit HP after each trade.
- Tower Health – Winning requires destroying two towers or one Ancient; remember each lane's tower damage progress.

## Strategies You Can Track by Audio and Memory

- Single-Lane Domination – Overwhelm one lane early, then pivot to a second lane for victory.
- Split Pressure – Keep two lanes contested without overextending.
- Sacrifice Lane – Abandon a losing lane to save cards and heroes for the other two.

## Shop Phase Without Sight

- Item Categories – Weapons, armor, consumables; know what your deck's heroes benefit most from.
- Gold Usage – Spend efficiently; keep enough for emergency healing or removal items.
- Memory Shortcuts – Decide your purchase target before the shop appears to avoid last-second confusion.

## Practice Drills

- Lane Tagging – In mock games, assign and recall lane states every turn.
- Resource Count Practice – Play a few turns focusing only on mana/gold tracking without worrying about winning.

**Learn More:** [Cyborgmatt's suggestion to Artifact players who are colorblind](#)

