



Monster Train

Accessibility Score: ★★☆☆☆

Monster Train can be turned into a fully sound- and strategy-driven experience. With audio cues, consistent planning habits, and a mental map of the game's flow, you can make confident plays without relying on visuals. Think of each run as a rhythm you learn to conduct — the train is your stage, and every unit, spell, and floor follows your lead.

Tune Your Ears – The Setup Phase

- Use Stereo Headphones – Monster Train's audio panning helps track left/right sounds, attack effects, and floor changes.
- Adjust Volumes – Lower background music slightly so unit actions, spell sounds, and enemy deaths are clearly heard.
- Slow the Pace – Don't rush. Finish each turn only after a short mental checklist: check hand, energy, floors, enemy presence, and unit health.

The Journey – Navigating the Map Without Sight

- Memorize the Ring Flow – Each run is broken into “rings” with a repeatable pattern: choose a path, visit events/shops, then fight.
- Choose Paths Verbally – Say out loud before a fight what path you want next (“Unit upgrade shop and gold”), so you don't misclick after combat.
- Audio Memory for Nodes – Assign a simple spoken tag for each node type: “Unit shop,” “Spell shop,” “Artifact,” “Remove,” “Heal,” “Gold.” This makes planning ahead easier.

Clan Calls – Understanding Roles by Sound

- Awoken – Durable healers; listen for spike or heal sounds.
- Hellhorned – Aggressive multi-hitters; track rage stacks by counting attack triggers.
- Stygian Guard – Spell-focused; mentally log frostbite application counts.
- Umbra – Morsel feeders; say “eat” for every gorge trigger to keep count.
- Melting Remnant – Death and reform loops; note the death sound to remember who needs reform.
- Assign a short mental keyword or sound memory for each clan's unique effect so you can instantly recall its role.





Monster Train

Floor Control – Playing the 3-Level Board

- Three Floors, Fixed Order – Always set your main carry's "home floor" at the start.
- Tank in Front, Damage Behind – Keep this consistent so you don't need to rethink positions each turn.
- Boss Movement – Bosses climb floor by floor — plan a backup floor in case your main defense fails

The 5-Step Turn Routine

- Draw – Sort cards mentally into roles (unit, damage spell, buff, economy).
- Check Floors – For each, say "safe" or "threatened."
- Play Order – Units first, then buffs, then control, then damage.
- Energy Check – Keep at least 1 spare energy for emergencies.
- End-Turn Review – Is your carry alive? Is your tank healthy? Are backlines cleared?

Cards Without Sight – Building a Mental Deck Map

- Role Tags – Remember cards as "tank," "carry," "heal," "ping," "multi-hit," rather than art or name.
- Cost Buckets – Group cards by cost in your mind to quickly decide plays.
- One-Time Cards – Say "gone" when you play consume/exhaust cards so you remember they're out for the fight.
- Draw Cadence – Track extra draws immediately so you plan spending accurately.

Relics & Upgrades – Accessibility-Friendly Picks

- Survivability – Relics that heal, add armor, or reduce damage reduce tracking needs.
- Extra Draw/Energy – Gives flexibility without visual cost counting.
- Targeting Helpers – Sweep, splash, or multi-target cards remove targeting pressure.
- Simple Upgrade Rules – Tank gets health/armor; carry gets attack/multistrike.

