



# Gwent

Accessibility Score: ★★☆☆☆

Gwent is all about strategy, timing, and card synergy. With audio awareness, memory patterns, and consistent turn routines, blind players can stay competitive by focusing on round flow, unit roles, and score tracking through sound cues and spoken reminders. Think of each match as a battle of plans, not visuals — the board is just a stage for your strategy to unfold.

## Sound as Your Sight – Pre-Match Setup

- Headphones First – Gwent’s audio cues signal card plays, boosts, damage, weather effects, and round transitions. Stereo sound helps place effects left/right on the board.
- Volume Balance – Lower background music slightly so sound effects stand out — especially unit spawn, damage, and buff cues.
- Slower Pace – Take your time. Review your hand mentally before playing the first card each round.

## The Match in Three Rounds – Controlling the Flow

- Best of Three – Gwent matches are won by taking two out of three rounds. Keep track verbally of which round you’re in and who won the last one.
- Sacrifice Rounds – Sometimes losing a round intentionally is part of the plan. Decide before the round starts if you’re pushing or passing.
- Card Advantage Awareness – Always keep a mental count of cards in your hand versus your opponent’s. Card advantage wins matches.

## Deck Mastery – Cards in Roles, Not Names

- Role Tags – Remember cards as “boost,” “damage,” “weather,” “engine,” “finisher,” instead of artwork or long names.
- Core Combos – Assign a quick mental keyword to your key synergies (“buff loop,” “row scorch,” “spy gain”) and recall them each round.
- Gold vs Bronze – Track how many gold/power cards remain; save them for decisive rounds.

## Playing the Board Without Looking

- Rows Matter – Melee, Ranged, Siege: know where your cards belong by role





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and memorize their positions when placed.

- Audio Cues for Effects – Learn the sounds for weather setting in, units taking damage, and boosts applying so you can react quickly.
- Score Tracking – Check your current power total after each major play to know whether to push or pass.

## Winning Without Visual Triggers – Early Game Plans

- Engine Setup – Place units that grow in strength early; listen for the boost sound each turn.
- Removal Focus – Keep damage cards ready for enemy engines; play them the moment you hear repeated boosts.
- Weather Control – Deploy weather to weaken multiple enemies; listen for row-wide damage cues.
- Finisher Rounds – Hold high-impact cards until your opponent commits heavily.

## Round-Ending Decisions – When to Pass

- Lead + Card Advantage – If you're ahead and up on cards, pass and save resources.
- Forced Loss – If the opponent has overwhelming strength, save your good cards for the next round.
- Bleeding Strategy – In round two, play just enough to force your opponent to spend key cards before the final round.

## Accessibility-Friendly Deck Building

- Simple Combos – Fewer, stronger synergies are easier to track than many small ones.
- Repeatable Effects – Engines and boosts give regular sound cues, making tracking easier.
- Clear Finishers – Pick cards that make a big, obvious impact at the end.
- Consistent Roles – Avoid decks that require precise row targeting or heavy visual timing.

**Learn More:** [Game is becoming really... uncomfortable for people with poor eyesight](#)

