



Hearthstone

Accessibility Score: ★★☆☆☆

Hearthstone is a turn-based card game where strategic deck building meets unpredictable matchups. For blind players, success comes from memorizing card abilities, using sound cues for game flow, and building muscle memory for consistent play.

Knowing Your Deck Inside Out

- Start with One Deck: Pick a single class (Mage, Paladin, etc.) and learn every card's cost, effect, and sound.
- Organize by Mana Curve: Memorize which cards belong to each cost tier for faster decision-making.
- Focus on Synergies: Build decks where your cards work together so you can predict your best plays without visual prompts.
- Refine Through Repetition: The more you play your deck, the less you'll need to reference card details.

Listening to Win: Hearthstone's Audio Language

- Card Play Sounds: Every card has a distinct play sound—spells crackle, minions grunt, and weapons clink.
- Hero Powers: Each hero power has a unique sound cue to confirm activation.
- Attack & Damage Cues: Minion attacks have different sounds depending on weapon type or spell damage.
- Turn Indicators: The rope sound warns of time running out; end-turn clicks confirm your move.

Tools & Accessibility Helpers

- Screen Reader Support: Hearthstone has partial accessibility on PC through screen reading software.
- Hearthstone Access Mod: A community-made modification that makes menus and card text screen reader-friendly.
- Keyboard Shortcuts: Memorize keys for ending turns, attacking, and targeting to minimize mouse reliance.
- Card Tracking Addons: Use voice-capable deck trackers to follow which cards remain in your deck.





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Gaming Toolkits

Hearthstone

Gameplay Strategies Without Vision

- Plan Ahead: Decide your next play during your opponent's turn by recalling what's in your hand.
- Count Mana by Memory: Keep a running tally in your head of available mana and planned card costs.
- Board Awareness via Sound: Minion summoning sounds let you track how many are in play on each side.
- Predict Opponent Moves: Listen for their card types to anticipate what's coming next.

Class Suggestions for Blind Play

- Mage: Strong, clear spell sound cues for easy recognition.
- Paladin: Predictable minion buffs and consistent hero power usage.
- Hunter: Direct damage and beast synergy with distinct audio.

Playing With Others & Practice

- Voice Chat Assistance: Have a friend spectate and describe visual board states.
- Co-Op Deck Building: Work with someone to design decks that are simple but powerful.
- Casual Matches for Learning: Play unranked games to refine sound recognition without rank pressure.

Training Your Card Recognition

- Audio-Only Sessions: Focus purely on sound cues by listening to card effects in the collection menu.
- Match Recording: Record games and replay audio to memorize card interactions.
- Practice vs AI: Safe space to learn timing and card sequencing without the speed of live players.

Learn More

[I love Hearthstone and this is how I play it as a Totally Blind Gamer](#)



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