



# Stacklands

Accessibility Score: ★★☆☆☆

Stacklands is a charming blend of card-stacking village building, resource management, and exploration. For blind players, success means leaning into structured turn routines, audio cues, and role-based naming. With consistent habits and mental mapping of your village, you can grow stacks by feel and strategy.

## Cards You Can Feel—Set Up Strong

- Headphones First – Use headphones to catch shuffling sound effects, card placement click, crafting “ping,” and villager noises. These audio cues are vital for tracking game events.
- Manage Background Audio – Lower or mute background music so resource pings, card stacking, and tool use sounds come through clearly.
- Verbal Prompts for Each Action – Narrate your steps: “I draw card,” “I stack food on villager,” “I harvest wood,” etc., to reinforce memorization.

## The Loop of Life—Your Turn Ritual

- Five-Step Turn Routine:
  - Draw or Receive Cards – Note card types: “Villager,” “Food,” “Tool,” “Resource.”
  - Stack or Build – Example: “Stack food on villager,” “Build tool from two wood cards.”
  - Assign Jobs – Say “Villager assigned to wood,” “Villager assigned to food farming.”
  - Check Resources – “Wood: 3, Food: 4, Tools: 1”—say it out loud.
  - End Turn – “Turn ends. Village has X villagers, Y resources.” Makes each turn rhythm clear.

## Card Role Tags—Simplify By Function

- Villagers – Tag them with roles: “Builder,” “Harvester,” “Crafter.”
- Resources – Name “Wood,” “Food,” “Stone,” or “Ore” each time you collect or consume.
- Tools & Equipment – Items like axes, hammers, pickaxes become “Wood-axe,” “Stone-hammer.”





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- Structures & Upgrades – Tags like “House›unlock,” “Storage›bonus,” “Farm›efficiency.”
- Keeping these roles short, consistent, and spoken helps you “see” the village through your mental map.

## **Building and Stacking—Spatial Awareness by Sound**

- Stack Click Cues – Cards stacking click differently on top of villagers vs. on top of each other. Learn these subtle distinctions.
- Placement Routine – Use fixed order: always place resource cards from left to right, or always stack villagers in a single stack area to build spatial consistency.
- Audio Feedback – Listen for specific sounds when building or harvesting; assign them roles like “Harvest-ping,” “Build-chime.”

## **Village Management—Keep the Flow Smooth**

- Harvest Rhythm – When a villager harvests, say “Wood +1 from Villager #1.” Number your villagers or stacks mentally to track output.
- Tool Usage Count – Tools often degrade or help efficiency. Say “Axe used. Wood+2 now,” or “Pickaxe broken.”
- Food Consumption – Each turn, villagers eat. Note “Food remaining: X” each end of day to avoid starvation surprises.

## **Progress Through Biomes—Naming Helps Navigate**

- Zone Tags – If you unlock new biomes or layers (e.g., mine, forest, swamp), name them immediately: “Forest unlocked,” “Mine zone now active.”
- Transition Routine – Before entering a new area, say “Switching to biome: Forest.” At exit: “Returning to village.”
- Resource Tracking by Biome – Say “Forest: +wood per harvest,” “Mine: +stone,” so you remember which stack does what.

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