



Griftlands

Accessibility Score: ★★☆☆☆

Griftlands meshes deckbuilding, negotiation, and strategy into a rogue-lite saga. For blind players, the key is turning its layered systems into rhythmic sequences, role-based labels, and repeated turn-flows. This guide helps you internalize your plan, play by sound, and steer each encounter toward success — one hand, one talk, one fight at a time.

Audio Foundations – Make Sound Your Negotiator

- Headphones Are a Must — Use stereo cues to differentiate card plays, opponent lines, attack sounds, negotiation tones, and item pickups.
- Lower Music Volume — Prioritize dialogue, card sound effects, negotiation ring tones, and combat shoves or slashes.
- Narrate Every Step — Say “Drew Attack, Block, Negotiation,” “Deal succeeded,” “Health fell to 5,” or “Card discarded.” These vocal anchors reinforce awareness and memory with each exchange.

Game Flow – Your Negotiation & Combat Loop

Each encounter follows a rhythmic structure:

1. Draw Phase – Draw cards.
2. Plan Phase – Choose between combat, negotiation, or other actions.
3. Play Phase – Lay down cards, make decisions.
4. Resolution Phase – Combat resolves, offers succeed or fail.
5. Aftermath Phase – Gain rewards or suffer consequences.

Embrace this as your Grift Rhythm — narrate each phase as it begins.

Card Role Tags – Speak With Purpose, Not Name

- Attack Cards – Label as “Zoner,” “Aggro,” “Fireball,” etc., based on function upon drawing.
- Defense Cards – Tags like “Block,” “Dodge,” “Cleanse.”
- Status Cards – “Heal,” “Stun,” “Psych,” “Bribe.”
- Special or Rare Cards – Mark with “Boss Adjustment,” “Unique Tactic,” “Cartel-only.”
- Naming each card by role informs your plan automatically — no need to see its art or name.





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The Five-Step Encounter Routine

- Phase Start — “Draw phase—took Attack, Heal, Block.”
- Plan — “I will negotiate first, then attack if needed.”
- Play — “Played Heal then Pressure card.”
- Watch Outcome — “Negotiation success — +20 credits” or “Enemy hits — health now 4.”
- Aftermath Wrap — “End of turn: health 4, hand size 3, leaning toward negotiation strategy.”

This consistent approach keeps every card and turn accountable audibly.

Negotiation vs. Combat – Hear the Difference

- Negotiation Cues — Sounds like chime, coins, or mumbling. Say “Opp code responded,” “Offer accepted.”
- Combat Cues — Weapons clash, grunts, and slashes have heavy audio signatures. Announce “Block fell,” “Slash landed.”
- Synergy & Combos — Successful chains often produce a combo-jingling sound — note it: “Combo rolled — ten extra credits.”

Mission Deck & Rewards – Structuring the Grind

- Contract Tags — Name your mission decks by function: “Combat deck,” “Negotiate deck,” “Adaptive run.”
- Reward Tags — When picking up rewards, name them immediately: “Level up,” “New card: Psych,” “Credits +20.”
- Progress Tags — Many missions are played over rounds. Recite: “Round 1 complete,” “Boss approaching,” to anchor pacing.

Practice Drills

- Audio-Only Rounds — Play encounters with visuals off, relying solely on sound and verbal routines.
- Sound Recognition Training — Record combat, negotiation, and card sound cues to practice labeling by ear.
- Routine Drill — Verbally walk through “Draw, Plan, Play, Resolve, Aftermath” in every run until instinctive.

