



**AUDEMY**

Gaming Toolkits

# Monster Sanctuary

Accessibility Score: ★★☆☆☆

Monster Sanctuary combines monster collection, RPG tactics, and Metroidvania-style exploration. For blind players, mastering it means establishing audio routines, role-based labeling, and clear navigation patterns. This guide helps you map out environments, train your team, and engage in battles—even without visuals.

## Audio Anchors – Set Up for Sensory Success

- **Headphones Are Essential:** Stereo sound delivers critical cues: monster roars, door unlock tones, item pickups, and environmental changes—helping you orient in each zone.
- **Quiet the Background Music:** Reduce music so you can clearly hear combat sounds, evolution chiming, switch mechanics, and shrine interactions.
- **Narrate Your Actions:** Speak or internally note key steps: “Door unlocked,” “Monster evolved,” “Slime drop,” or “Skill used—Fireball.” These anchors reinforce memory and decision-making through sound.

## Exploration Loop – Mapping Your Sanctuary

Every segment of exploration follows a repeated flow:

1. Enter Area → Step into a zone.
2. Scan Environment → Sense traps, chests, shrines, or switches by sound.
3. Interact or Battle → Open chests, hit switches, trigger battles.
4. Progress or Retreat → Move deeper or return to camp.
5. Heal or Evolve → Use shrines or skill points at camp.

This is your Sanctuary Rhythm—name each stage as it occurs: “Exploring,” “Interacting,” “Battling,” “Retreating,” “Resting.”

## Monster Roles & Skill Tags – Function Over Name

- **Offense Monster** → Tags like “DPS,” “Burst,” “AoE.”
- **Tank/Defender** → “Shield,” “Taunt,” “Blocker.”
- **Support Monster** → “Buffer,” “Healer,” “Debuffer.”
- **Hybrid or Utility** → “Speed,” “Curse,” “Stun.”
- **Announce when they deploy or when evolving:** “DPS evolved to Burst AoE,” so you always know your team capacity by sound.



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## The Five-Step Combat Routine

1. Start Combat → “Battle start—Monsters: Slime, Bat advancing.”
2. Plan Move Order → “Use Tank to taunt first, then DPS to AoE.”
3. Execute Actions → “Tank taunted Slime, DPS unleashed Fireball.”
4. Observe and Respond → “Slime attacked Tank—Shield absorbed. Bat next target.”
5. Wrap and Review → “Combat over. Monster XP gained. Health: full on Tank, 80% on DPS.”

This consistency maintains clarity, even in fast-paced fights.

## Menagerie & Progress Tracking – Audio Mapping

- Camp Interactions: When you heal, upgrade, or evolve at camp, say: “Evolve DPS to AoE,” “Skill point into Curiosity,” or “Shrine healed party, mana full.”
- Map Transitions: When entering new biomes or zones, mark it: “Entering Frost Cavern,” or “Now in Volcano Depths”—audio cues like wind, water drip, or crackling fire help anchor your location.
- Collectibles & Chests: Chime plays when you open chests or collect items. Immediately say: “Opened chest – gained rare material,” or “Found evolution shard.”

## Practice Drills

- Audio-Only Combat Runs: Mute visuals and rely strictly on your five-step combat routine plus sound cues.
- Sound Training: Record and replay ambient zone audio, attack sounds, and interactions; practice identifying them by ear.
- Routine Repetition: Go through your Exploration Rhythm and Combat Routine verbally until second nature—“Enter, Scan, Interact, Battle, Retreat, Rest.”

## Learn More:

[Monster Sanctuary](#) [[Steam Community](#)]



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