



# Inscription

Accessibility Score: ★★☆☆☆

Inscription is part card game, part escape puzzle, and part psychological journey. It blends deck-building, environment interaction, and unexpected shifts. For blind players, success lies in establishing a strong sense of structure, audio awareness, and mental mapping—turning the unknown into a familiar rhythm.

## Set the Stage – Audio & Routine Setup

- Earphones Are a Must – Use headphones to catch subtle ambient sounds, card shuffling, die rolls, and creature noises.
- Balance the Mix – Lower or mute music so you catch critical audio cues—card plays, token spawning, environment shifts.
- Phase Verbalization – Make a habit of speaking or thinking aloud the game phases (“Draw, Play, Sacrifice, End”) to enforce consistency.

## The Cabin Flow – Making Sense of the Chaos

- Three Modes, One Loop – Inscription shifts between Card Play (combat board), Deck Building (crafting), and Cabin Puzzles. Identify which mode you're in audibly, and mark it: “Board mode,” “Crafting mode,” or “Cabin mode.”
- Auditory Landmarks – Each mode has distinct ambient audio: creaking wood in cabin puzzles, card clicks in play, and ding-dings in crafting. Use these to anchor where you are.
- Routine Anchor Phrases – Before switching modes say “Now entering \_\_\_\_ mode,” and repeat when exiting—it builds orientation through repetition.

## Card Play – Roles, Costs & Rituals

- Role Tags for Cards – Identify cards by function: “Attacker,” “Blocker,” “Rigger,” “Token,” “Sacrifice converter.” Give each a short, memorable tag.
- Cost Cueing – Cards have blood cost, bone cost, or energy. Say the cost out loud before playing (“Attack-cost 1 blood,” “Block-cost 2 bones,” “Token-cost 1 energy”).
- Turn Routine – Follow this five-step mantra each turn:
  - Draw Phase – “Drew card: [role tag].”
  - Board Scan – “Board has Attacker on left, Token in center...”





# Inscription

- Play Plan – “I will play Blocker, then Sacrifice Attacker to draw.”
- Execute – Play in the spoken order.
- End-Turn Wrap – “Turn over: cards left X, health X, resources left X.”

## Board Combat – Hear the Game

- Sound of the Arena – Pay attention to unique sounds of attacks, damage, death, and card placement. Learn to distinguish them.
- Animal & Item Cues – Watch—or listen—for key audio triggers: the goblin hostile laugh, wolf howl, or bone rattles indicate different threats or interactions.
- Ritual Reminders – If a card has a death trigger or summon on death, whisper “Ritual,” so you remember to follow through after play.

## Crafting & Deck Building – Strategy by Sound

- Deck Function Tags – Organize your deck with categories like “Aggro,” “Control,” “Sac-Cycle,” “Token Swarm.” Speak them when entering build mode.
- Crafting Loop Voice-Over – When crafting, say: “Crafting: choose bone, choose card slot, confirm effect.” It prevents mis-clicks.
- Upgrade Steps – Many upgrades have short cutscenes or sound cues. Invent a shortcut phrase—“Upgrade,” “Transform,” “Mutate”—to earmark after each change.

## Cabin Puzzles – Sense the Space

- Environmental Audio – Creaks, drips, ambient breaths or humming indicate interactive objects or hidden triggers. Explore by paying attention to these sounds.
- Sequential Solving – In voice or mind, label steps: “Drawer moved,” “slot turned,” “button pressed,” to keep track of progress.
- Avoid Guesswork – Always confirm action results sonically before proceeding; don’t rely on intuition alone.

