Cities: Skylines

Accessibility Score: ★★☆☆☆

Cities: Skylines may be visually driven, but with patience and adaptation, blind players can transform it into a sound-and-structure strategy game. Your tools will be menu memorization, sound cues, spatial logic, and systematic planning

Laying the Foundations — Memorizing Your Urban Toolbox

- Start Small: Stick to a single map you know by heart. Reusing the same layout reduces uncertainty.
- Memorize Menus: Learn the order of build tools (roads, zoning, utilities, services) and how many arrow presses it takes to reach each option from the start.
- Segment Your City: Think in zones — residential block, commercial strip, industrial hub — and assign them consistent map "slots" in your mental blueprint.
- Use Landmarks by Sound: While terrain sounds are limited, certain environmental noises (river flow, seagulls, traffic hum) help confirm location.
- Custom Audio Notes: Keep an external voice recorder or notepad to track road counts, intersections, and building locations.

Roads Rule Everything — Navigating Without Sight

- Straight Line Logic: Lay out roads in predictable grids. Straight lines make navigation easier than complex curves.
- Count and Repeat: Always note how many road segments from one landmark to another — repetition reinforces muscle memory.
- Avoid Over-Sprawl Early: Keep city size compact in the beginning to reduce getting "lost" in your own layout.
- Symmetry is Your Friend: Mirrored layouts on both sides of a central road help keep orientation consistent.

Zoning Without Guesswork

- Block-Based Planning: Always zone in full blocks, not partial tiles. This consistency makes it easier to remember what's where.
- Color Memory Cues (With Assistance): If you have sighted help, ask them to describe the zoning colors and locations once — then lock them into memory.