



Super Smash Bros

Accessibility Score: ★★☆☆☆

In Super Smash Bros, the battlefield is loud, fast, and unpredictable — but for blind players, it becomes a game of sound recognition, stage memory, and attack rhythm. Every jump, smash, and KO has a distinct sound. Once you learn these cues, you can track your fighter, control space, and land finishing blows without relying on visuals.

Knowing Your Stage by Ear

- Stage Edge Awareness: Stages often change background noise near the ledges — crowd intensity, wind effects, or environmental loops shift subtly.
- Platform Audio: Landing or jumping on platforms has unique “thud” or “spring” sounds — memorize these to navigate multi-level stages.
- Hazard Cues: Some stages have hazards like lava or moving platforms; their approach is usually signaled by audio effects seconds before impact.
- Blast Zone Danger: A muffled drop in sound or crowd gasp can mean you’re too close to the KO edge — reset position quickly.

Learning Your Fighter’s Voice and Style

- Character Vocal Cues: Each fighter has signature grunts, shouts, or call-outs for specific moves — memorize yours to know exactly what’s happening.
- Special Move Recognition: Every special has a unique start-up sound — use it as confirmation that your input was successful.
- Aerial vs. Ground Sounds: Jumps, double jumps, and air dodges all have distinct audio, helping you track your position mid-air.

Reading Your Opponent by Sound

- Footstep & Movement Patterns: Quick dashes and slow walks sound different — predict incoming pressure.
- Projectile Warning: Many projectile attacks have a clear launch sound (like Link’s bow or Samus’ charge shot) — prepare to dodge or shield.
- Grab and Throw Cues: Grabs have sharp, quick audio tells, and throws have follow-up impact sounds — be ready to tech or recover.





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Super Smash Bros

Blind-Friendly Combat Tactics

- Shield as a Safety Net: If you're unsure about incoming attacks, shield first — you can act out of it quickly.
- Short Combo Focus: Use reliable, easy-to-execute strings you can perform without needing visual confirmation.
- Edge Guard by Sound: Listen for the opponent's recovery sound — time your attack to intercept them at the ledge.
- Smash Attack Timing: Heavier smash moves have distinct "wind-up" audio — release them right before the end of that sound for maximum impact.

Training Without Visuals

- Mirror Match Practice: Learn exactly what your character's moves sound like so you can recognize them when the opponent uses them.
- Edge Recovery Drills: Practice returning from off-stage using only jump and recovery audio cues.
- Random Attack Sparring: Have a partner mix up attacks so you react based purely on sound.

Accessibility Tools & Settings

- Headphones for Stereo Positioning: Essential for knowing if opponents are above, below, or to the sides.
- Lower Music for Clarity: Background tracks can mask important attack cues — keep them subtle.
- Controller Rumble: Use vibration to confirm hits, blocks, and collisions with stage edges.
- Stick to a Main: Specializing in one fighter builds consistent audio familiarity.

Learn More

[Blind kid plays Smash. This is pretty insane.](#)



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contact@audemy.org