



Slay the Spire

Accessibility Score: ★★☆☆☆

Slay the Spire is a roguelike deckbuilder where you climb a treacherous tower, facing enemies, drawing cards, and choosing paths to victory. For blind players, the static UI, card-heavy mechanics, and menu complexity present barriers—but immersive mods like "Say the Spire" and "InSpire" turn these into navigable experiences. This guide shows you how to lean heavily on audio and structured tactics to succeed—and even thrive—in the Spire's challenge.

Mod Magic – Your Voice in the Void

- Say the Spire provides full screen-reader narration of the game's UI, card text, map, and battle events—letting you navigate entirely via keyboard and audio.
- InSpire offers similar narration on Windows and Mac, with clear keyboard navigation, speech output via screen readers or system APIs, and structured browsing of options and decks.
- Community sequela reflects deeper meaning: "It works on PC only and essentially reads everything out to my screen reading software. It also allows me to play the game entirely with a keyboard."

Deckbuilding—Sound-Centric Strategy

- Each card's audio narration gives energy cost, effect, and targets—use these cues to make informed plays.
- Prioritize cards with straightforward mechanics (Strikes, Defends, well-narrated status effects) for clarity.
- Learn common relic names and their voicing to plan powerful synergies.

Map Mastery—Auditory Wayfinding

- Mods narrate node types ("Monster," "Elite," "Merchant," "Rest," "Event") as they appear on the map—use this to map your route.
- Let audio patterns inform your decisions: paths with more merchant/relic nodes may deliver long-term strength over short-term battles.

Combat — Listen, Then Strike

- Mods announce every drawn card, enemy action, intent, and effect. Use these updates to anticipate damage and plan your plays.





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- Slow down your pace. Pause between announcements to grasp status effects (Poison, Weak) and adjust your play.
- Lean on recurring audio cues—like the boss’s unique announcements or the Crunch of triggered effects—to time your defenses and attacks.

Shop & Rest – Audio-Assisted Decisions

- Merchants: Listen for cost summaries and item descriptions—jump in only after verifying price and effect.
- Rest sites: Narration differentiates between “Rest for heal,” “Smith for upgrade,” or “Neow’s Blessing.” Cheers or audio markers often follow choices.
- Events: Dialogue is vocalized—allow the full narration before you choose your path.

Progression Loop — Climb, Learn, Repeat

- Learn relic names and synergy themes by ear—some may be voiced with unique tones or phrasing.
- Develop memory for card voices and effects; familiarity saves mental effort mid-run.
- Keep runs focused. Highlight audio hierarchies: battle narration > map navigation > upgrades.

Tips for Audio Clarity

- Use high-contrast headphones; tweak voice speed and verbosity in your screen reader.
- Muffle ambient music slightly or lower its volume to make narration pop.
- Experiment with buffer shortcuts (provided by the mods) to quickly re-read last events or card lists.
- Use consistent, respected screen readers—NVDA, JAWS, or the system’s TTS can all pair well.

Learn More:

[There's an accessibility mod that allows blind to play Slay the Spire](#)

