



Ori

Accessibility Score: ★★☆☆☆

Ori blends fluid platforming, puzzle-solving, and emotional storytelling. For blind players, success comes from memorizing movement patterns, recognizing environmental audio cues, and mastering ability timing. Your greatest tools will be sound-based navigation, rhythmic control inputs, and consistent path mapping.

World Awareness — Navigating the Forest and Key Areas

- Anchor Points: Treat safe zones like Spirit Wells and key ability shrines as your main reference points.
- Route Familiarity: Memorize the sequence of jumps, climbs, and wall runs between major landmarks.
- Environmental Sound Cues: Waterfalls, wind tunnels, animal calls, and spirit light pickups signal specific areas.
- Area Segmentation: Mentally divide regions into sections like upper canopy, underground, or cliffside.
- Progression Cues: Music shifts and audio transitions often indicate entering a new zone or story beat.

Movement and Abilities — Playing to Your Strengths

- Jump Timing Rhythm: Master Ori's jump arc and double-jump timing for consistent platforming.
- Ability Audio Recognition: Each ability, like Bash, Dash, or Glide, has a unique sound cue — learn them.
- Wall Navigation: Use climbing sounds and repeated jumps to gauge vertical progress.
- Steady Momentum: Avoid rushing — precise, rhythmic movement prevents disorientation.

Exploration Discipline — Building a Reliable Path

- Left-to-Right Flow: The game's natural progression often moves laterally; follow this for smoother travel.
- Vertical Awareness: Listen for audio differences in wind or echo to judge height changes.





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- Collectible Tracking: Keep an external count of spirit light orbs and key fragments gathered in each section.
- Hazard Awareness: Spikes, collapsing platforms, and enemy proximity have distinct warning sounds.

Mastering Progression and Checkpoints

- Spirit Well Memory: Mark Spirit Well locations in your notes — they serve as checkpoints and fast travel points.
- Ability Unlock Routine: After gaining new powers, revisit areas in a set order to use them for progression.
- Enemy Encounter Prep: Learn enemy audio tells to dodge or counter effectively.
- Checkpoint Recovery: Use save points frequently to avoid repeating complex platforming sequences.

Exploring Without Visuals

- Soundscapes for Orientation: Open areas have flowing wind and layered ambience, while caves are echo-heavy.
- Pickup Feedback: Spirit light, energy cells, and life cells play clear sounds when collected.
- Hazard Warnings: Listen for crumbling sounds, rushing water, or rapid environmental changes to prepare for danger.
- Path Following: In multi-path areas, hug one side to maintain consistent exploration coverage.

Accessibility Enhancements & Support

- Use headphones to take advantage of stereo directional cues.
- Increase game audio relative to music for clearer hazard and collectible sounds.
- Practice each new ability in a safe area before using it in high-pressure sections.
- Ask for occasional assistance during fast-paced chase sequences or complex vertical platforming.

Learn More:

[Blind / Low Vision Game Review – Ori](#)

