



Civilization VI

Accessibility Score: ★★☆☆☆

Civilization VI may appear overwhelmingly visual, but blind players can transform it into a game of structured menus, consistent hotkeys, and strategic audio cues. Your greatest weapons are turn-based patience, menu memorization, and a mental world map.

Map Mastery — Building Your Mental World

- Start Small: Choose a standard or small map size. This makes it easier to remember where each city and resource is located.
- Memorize the Grid: Civ VI tiles form a consistent hex grid. Learn the number of steps between your cities and key terrain features.
- Segment the Map: Treat the map as regions — North (Capital and core), East (Expansion), West (Military). Assign each region a mental role.
- Sound Cues for Terrain: Pay attention to unit movement sounds — forests, hills, and rivers have distinct audio that helps you track terrain types.
- Use Repetition: Regularly move through each city and army in the same order to reinforce location memory.

Civilization Choice — Picking Your Perfect Playstyle

- Audio-Friendly Leaders: Some leaders have simpler, consistent strategies — choose ones with passive bonuses that require less map scanning.
- Economic Builders: Leaders with production or gold boosts allow you to focus on city management without heavy exploration demands.
- Defensive Powers: Civs with early defensive perks let you spend more turns organizing your empire without worrying about map micromanagement.

Turn Flow — Structuring Your Actions

- City Management First: At the start of each turn, cycle through cities using hotkeys and assign builds before doing anything else.
- Military Orders Next: Move all units in a fixed order to prevent forgetting where armies are stationed.
- Exploration Last: Scouts and explorers should be moved after core tasks, so any mistakes don't disrupt your empire's stability.

