



Resident Evil

Accessibility Score: ★★☆☆☆

Resident Evil thrives on tension, resource management, and sudden danger — but for blind players, it transforms into a game of sound tracking, spatial memory, and tactile awareness. Your weapons aren't just guns and knives — they're your ears, your nerves, and your ability to recognize patterns in the chaos.

Navigating the Mansion, Police Station, or Village Without Sight

- Master Your Base Map First: Choose one key area (like the main hall in RE2 or the first safe room in RE4) and learn every doorway, corner, and landmark sound.
- Landmark Listening: Pay attention to creaking floorboards, dripping pipes, clock ticks, or background music shifts to know where you are.
- Door Sound Catalog: Different doors make unique sounds (wood, metal, double doors) — mentally log them to identify rooms.
- Loop Routes: Practice safe loops between rooms to dodge enemies or return to storage quickly.

Sound as Your Radar

- Enemy Footstep Signatures: Zombies shuffle slowly, Ganados mutter and yell, Lickers scrape walls, and bosses have unique roars or stomps.
- Proximity Breathing: The closer an enemy, the louder and more directional their breathing or growl.
- Weapon Audio: Guns, reloading clicks, and knife swipes are distinct — recognize them to manage combat flow.
- Environmental Danger: Traps, moving chains, or distant crashes can signal incoming threats before they're visible.

Combat Without Vision: Holding Your Ground

- Aim with Sound: Turn toward enemy sounds, wait for their vocal or footstep "attack tell," and fire.
- Knife as a Locator: If you're unsure where an enemy is, a quick swing can draw their reaction sound.
- Shotgun for Clusters: Loud reload and heavy impact help control tight spaces when enemies group up.





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- Listen for Recovery Cues: After you're grabbed, the enemy often makes a pause sound — that's your chance to counter or run.

Inventory and Resource Management Blind

- Memorize Inventory Order: Always store key items in specific slots so you can navigate menus by memory.
- Count Your Bullets: Ammo is precious — reload only when safe, and count your shots so you know when a reload is coming.
- Safe Room Ritual: Always use the same chest organization to avoid confusion in high-stress moments.

Boss Fights and Puzzles Without Eyes

- Boss Sound Loops: Learn the attack patterns — a roar before a charge, a hiss before a swipe, or the audio cue before a ranged attack.
- Puzzle Audio Clues: Many puzzles have mechanical noises, clicks, or beeps when you rotate or align pieces correctly.
- QTE by Vibration & Audio: Quick-time events often combine unique sounds with strong controller rumble — respond instantly.

Accessibility Tools & Game Settings

- Headphones Are a Must: Pinpointing sounds can make the difference between a safe hallway and an ambush.
- Lower Music in Combat: Background tracks can mask danger cues — keep them subtle.
- Vibration as Impact Radar: Use it for hits, climbing, and item pickups.
- Brightness Adjustment: Even if you can't see detail, higher brightness can help track shapes in peripheral vision.

Long-Term Survival Tactics

- Repeat Routes Daily: Build muscle memory for safe travel between key points.
- Use Save Rooms as Reset Points: Return often to reorient and regroup.

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Blind people can play as well

