



Temtem

Accessibility Score: ★★☆☆☆

Temtem is a vibrant creature-collecting RPG where strategic battles, team composition, and exploration converge. For blind players, mastering Temtem means translating visuals into structured audio cues, predictable battle steps, and clear role labels. This guide will help you navigate the Airborne Archipelago, build a winning Tem team—and win battles—solely by sound and consistency.

Audio First—Set Your Soundstage

- **Headphones Are Essential:** Stereo audio helps you pinpoint wild Temtem cries, battle turn cues, item pickups, modulator or skill sounds, and menu navigation clicks.
- **Balance Music Levels:** Reduce ambient music so vital cues—like “Your turn,” “Opponent fainted,” “Modulator unlocked”—come through clearly.
- **Narrate What You Do:** Say or think aloud: “Caught a Fomu,” “Potion used on Hatchling,” “Opponent’s attack landed,” “Skill second stage.” These spoken markers reinforce gameplay flow.

The Adventure Loop—Your Airborne Rhythm

Each session in Temtem cycles through:

1. Travel / Encounter – Move on the world map, trigger a wild battle.
2. Battle Sequence – Engage in turn-based combat with your Tem team.
3. Post-Battle Rewards – Experience, taming chance, loot, or money.
4. Team Management – Heal, level up, equip talismans, or catch new Tem.
5. Advance Story or Explore Further – Proceed to the next area.

Learn this as your Island Loop—say each phase aloud as it begins: “Moving,” “Battle start,” “Rewards,” “Management,” “Next area.”

Team Roles & Move Tags—Think Function, Not Name

- Attacker/Striker Tem → Tag as “Physical DPS,” “Special DPS,” “Fast Striker.”
- Defender/Wall Tem → “High HP tank,” “Status barrier,” “Bulky Resist.”
- Support/Buff Tem → “Healer,” “Stat Boost,” “Debuff Setter.”
- Status/Control Tem → “Paralyzer,” “Burner,” “Stunner.”
- Label them when assembling your team or when they enter battle: “Defender up front,” “Healer in back.”





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The Five-Step Battle Routine

- Battle Start Cue – “Battle initiated—Wild Temtem: Tuwai.”
- Team & Opponent Preview – “My line-up: Defender slot 1, DPS slot 2; Wild Tuwai looks speedy.”
- Action Phase – “Defender uses Taunt, DPS uses Special Strike.”
- Reaction & Resolve – “Tuwai hit Defender—HP now 50 percent, Burn status applied.”
- End-of-Turn Summary – “Turn end. Defender HP 50, Burn lasting; DPS level +1 from XP.”

This keeps every turn webbed in clarity and trackable via memory.

Wild Encounters & Taming—Audio-Driven Strategy

- Encounter Cues – Wild Temtem appear with unique roars. Label them: “Tuwai encountered—Air type.”
- Taming Attempts – Each throw has sound cues—“Ball thrown, Temtem shook twice, caught!” Say “Tamed!” or “Failed—third shake” immediately.
- Item Usage – Healing items, boosters, and TM uses have distinct sounds: “Used Healing Potion—HP restored.”

Inventory & Team Management—Clarity Through Labels

- Item Tags – Quickly name when picking up or using: “Potion x2,” “Tandorberry for status heal,” “Exp Share toggled on.”
- Talismans & TMs – When equipping, say “Equip Speed Talisman on DPS” or “Learn TM Flamethrower.”
- Breeding & Leveling – “Temtem leveled to 25,” “Breeding started with Temtem A and B.”

Practice Drills

- **Sound Identification Training** — Record and replay battle sound cues (turn start, fainting, leveling up) and practice labeling them by ear.
- **Routine Drill** — Recite your Island Loop and Battle Routine until they become second nature: “Move—Battle—Rewards—Manage—Next.”

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