Faster Than Light

Accessibility Score: ★★☆☆☆

FTL thrusts you into command of a starship's crew and systems against relentless foes. As a blind player, your success comes from structuring each encounter into a clear, repeatable rhythm, tagging systems and events by function rather than visuals, and using audio cues to guide every decision. Here's how to keep your ship flying—even when you can't see it.

Audio Essentials – Talk, Tag, and Navigate

- Headphones—Your Tactical Window: Spatial audio helps you sense alarms (weapons charging, fires, enemy intrusions), system hums, and teleportation effects. Solid stereo helps you triangulate threats and events.
- Mute or Lower Music: So system pings, weapon sounds, enemy chatter, and alert tones stand out clearly.
- Narrate Key Events: When alarms go off, when doors open, or when you lose hull—say it: "Shields down," "Boarding party to weapons," "Hull breach port side." This builds real-time situational awareness.

The Sector Loop – Your Command Cadence

- Bridge-to-Bridge Cycle: Each sector run follows a repeating loop: Jump → Event (Combat, Store, or Special) → Action → System Management → Jump again. Learn to treat this as your core Command Cadence.
- Verbal Sector Tagging: Define what you encounter: "Civilian distress beacon," "Rebel fleet battle," "Weapon store." Tag each event as you encounter it to anchor context.
- Jump Sound Cue: The warp jump has a distinct fade-out/fade-in tone—say "Jump complete" to mark transitions between maps and sectors.

Crew, Systems & Weapons – Tag by Role, Not UI

- System Tags: Naming your systems helps manage them: "Shields," "Engines," "Weapons," "Medbay," "Oxygen," "Piloting," "Sensors," "Doors." Keep them short and consistent.
- Weapon Types by Function: Label weapon loadouts upon firing: "Charge laser," "Flak shot," "Missile inbound," "Beam sweep," "Ion volley." This reinforces awareness of your offensive capabilities.

Faster Than Light

- Crew & Boarding: When enemies board or your crew moves: "Boarding in medbay," "Crew in engines," or "Drone team repairing hull." Audio footsteps and fight sounds anchor location.

The Five-Step FTL Turn (Event) Routine

- Jump Arrival – Announce "Jumped to new beacon."
- Beacon Scan – Say what type it is: "Beacon: Rebel pursuit" or "Supply drop."
- Decision Phase – State your plan: "Attack ship," "Evade and repair," "Accept quest."
- Execute Actions – Narrate: "Divert power to shields," "Launch missile," "Crew to medbay."
- System Check – After events resolve: "Hull at 50 percent, shields full, missile empty, crew alive: 3."

Combat Awareness—Hear Every Blast

- Weapon Sound Differentiation: Laser zaps, missile wooshes, Ion crackles: learning their audio profiles helps you prioritize defense or boarding accordingly.
- Alerts & Alarms: Explosions, fires, breaches, and system overloads all have unique sounds. Label them verbally—"Fire in engines," "Hull breach starboard," "Weapons offline."
- Enemy Voice & Breach Cues: Alien chatter or teleport flash tones let you know when foes appear aboard; say "Teleport in shields" to track intruders.

Ship Progress, Upgrades & Strategy

- Upgrade Tags: When you buy or install enhancements, say "Engine upgrade," "Drone control added," "Medbay upgraded," etc., to map your ship's evolution by function.
- Resource Awareness: Regularly announce your scrap, missiles, drones, and fuel levels: "Fuel: 5 jumps, Scrap: 120, Missiles: 3 left."
- Strategic Rim Edges: In sectors, you might choose paths for risk/reward; verbally frame them as "High risk – more fights," or "Safe route – stores likely." Speak your rationale before committing.

Learn More: A list of all blind-accessible videogames