



Mortal Kombat

Accessibility Score: ★★★★★

Mortal Kombat is fast, brutal, and heavily visual — but blind players can transform it into a sound- and rhythm-based fight. Every strike, block, and special has a distinct sound signature. With practice, you can navigate fights purely by audio cues, muscle memory, and vibration feedback.

Knowing Your Arena by Ear

- Edge Awareness: Arenas have slight background audio shifts when you're near the wall — crowd cheers, environmental effects, or echo changes.
- Center Control: Staying mid-stage gives more room to react to your opponent's attacks before hitting the edge.
- Wall Collision Cues: A heavy "thud" or change in hit sound means you've been cornered — prepare to block or escape quickly.

Learning Your Fighter's Voice and Moves

- Vocal Cues: Your character's grunts, shouts, and breath intensity signal move type and stamina levels.
- Special Move Audio: Memorize the start-up and impact sounds for your own specials — so you can confirm execution without seeing them.
- Combo Timing: Treat each input as part of a rhythm — execute them like beats in a song so your combos flow without visual confirmation.

Reading Your Opponent by Sound

- Movement Noise: Light shuffles mean small steps; fast dashes have sharper foot sounds.
- Jump Attacks: A quick "whoosh" followed by silence means they're airborne — anti-air immediately.
- Special Attack Prep: Most fighters have distinct audio tells before launching a heavy special or projectile — dodge, block, or counter.

Blind-Friendly Combat Tactics

- Block on Start-Up Cues: When you hear the initiation sound of a big attack, block early — chip damage is better than a clean hit.





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- **Throw Teching:** Throws have unique grab sounds — counter instantly upon hearing them.
- **Punish Recovery:** After a missed heavy move, there's often a gap in audio — attack immediately during this downtime.
- **Ground vs. Air Attacks:** Learn the difference in sound and react accordingly — air moves often give you more counter options.

Training Without Visuals

- **Mirror Match Drills:** Fight your own character to learn exactly what your opponent's attacks sound like.
- **Isolated Move Practice:** Train with one move until its sound and timing are ingrained in muscle memory.
- **Audio Reaction Training:** Have a partner use random moves so you practice reacting based solely on audio cues.

Accessibility Tools & Settings

- **Headphones for Directional Audio:** Vital for knowing if an attack is coming from left or right.
- **Lower Music for Clarity:** Keep background tracks subtle so attack sounds are more distinct.
- **Controller Vibration:** Use rumble to confirm hits, blocks, and environmental impacts.
- **Consistent Character Choice:** Sticking to one fighter builds audio familiarity faster.

Long-Term Mastery for Blind Play

- **Sound Cue Library:** Learn the key sounds for the most common fighters in your competitive pool.
- **Tournament Simulation:** Practice with crowd or background noise to train focus under pressure.
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[fully blind mk players exist](#)

