



# Dead Cells

Accessibility Score: ★★☆☆☆

Dead Cells is a fast-paced roguelite where enemies, traps, and layouts constantly change — but that doesn't mean a blind player can't master it. With strong sound awareness, route memorization, and clever adaptation, you can transform this visual gauntlet into a game of timing, rhythm, and keen listening.

## Learn the Language of Sound

- Footsteps on Different Surfaces: Cobblestone, wood, and metal platforms sound different, helping you sense where you are.
- Enemy Audio Profiles: Each enemy has unique sounds — grunts, weapon swings, or idle noises. Memorize them to identify threats before they hit you.
- Doors and Pickups: Breaking doors has a sharp, loud crack. Item pickups have a shimmering “chime” that confirms you're in the right spot.
- Environmental Hazards: Buzzsaws, spike traps, and teleporting enemies have distinct, repeating sounds you can predict.

## Build Movement Memory

- Dash-Tap Method: Move in short bursts and listen for audio changes to detect obstacles or enemies.
- Ledge Testing: Tap forward until you hear the “edge stop” sound, then jump to clear gaps without falling blindly.
- Safe Platforming: Use the repeated wall-slide sound to feel your way down vertical sections.

## Choose Loadouts That Speak to You

- Whip or Bow: Clear, distinct attack sounds and range for safer exploration.
- Grenades: Loud throws and explosions that confirm hits even without visuals.
- Turrets: Continuous firing sound that doubles as a directional guide.

## Learn Combat Through Audio Rhythm

- Attack-Wait-Block Cycle: Swing or shoot, pause for the enemy's response, then parry or dodge.
- Chain Combos by Sound: Use the consistent timing of your weapon swings to keep track of where you are in a fight.





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- Roll Through Danger: Rolling has a loud “whoosh” and a safe landing thud, letting you reposition without guessing.

## Upgrade With a Plan

- Blind play is less about spontaneous experimentation and more about predictable consistency.
- Prioritize Damage Reduction: More health and damage resistance mean mistakes don’t instantly end runs.
- Invest in Area Weapons: Turrets, traps, and AoE skills reduce the need for precise aiming.
- Blueprint Familiarity: Learn the audio cues for new item unlocks so you don’t miss permanent progression.

## Navigate Biomes With Sound and Timing

- Since you can’t memorize exact maps, rely on patterns.
- Start Areas Are Easiest: The Prisoners’ Quarters is a good training ground for recognizing enemy sounds.
- Boss Gates: Large doors have heavy creaks and unique opening sequences to alert you of major encounters.
- Exit Doors: Listen for the “deep wind” ambience near biome exits — it’s a reliable marker.

## Use Accessibility Tools

- While Dead Cells doesn’t have a full blind mode, the Breaking Barriers update introduced features that help.
- High-Contrast Audio Emphasis: Louder combat and pickup cues.
- Customizable Controls: Map dodge rolls, healing, and main attacks to easy-to-reach buttons for faster reactions.

**Learn More:** [New Dead Cells update 'Breaking Barriers' introduces accessibility options, Assist Mode & item reworks](#)

