



# God of War

Accessibility Score: ★★☆☆☆

God of War is a visually rich, combat-heavy epic, but as a blind player, you can turn it into an audio-driven battleground. Your weapons are keen hearing, vibration feedback, and pattern recognition. Every swing, grunt, and footstep tells you where you are and what's coming.

## Sound is Your Spartan Rage

- **Enemy Sounds:** Each enemy type has unique audio—Draugr growl before attacking, Revenants hiss and teleport, Trolls roar before a heavy smash.
- **Environmental Hints:** Listen for rushing water, breaking wood, and clanging metal to locate hazards or interactive objects.
- **Atreus' Callouts:** Atreus warns you of incoming attacks ("Father, behind you!") or points out enemy positions.

## Know the Battleground Like an Arena

- **Zone Awareness:** Think of each arena as a circle—front, sides, and back. Learn to rotate by sound and vibration cues.
- **Landmark Cues:** Stone walls, chests, and pillars have distinct bump or interaction sounds—use these to orient yourself mid-fight.
- **Combat Ring Mapping:** In safe zones, practice walking in a full circle to understand distances and spatial boundaries.

## Master the Leviathan Axe Without Sight

- **Close-Quarters Strikes:** Prioritize heavy melee attacks where sound and vibration confirm hits.
- **Recall Feedback:** The axe's return "whoosh" and controller rumble help align your positioning.
- **Combo Memory:** Memorize attack patterns—light, light, heavy—to create consistent, predictable combos without relying on visuals.

## Blades of Chaos – For Crowd Control

- **Whip and Sweep:** The sound of the chains gives spatial awareness of attack range.





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- Area Awareness: Use their wide arc to hit multiple enemies based purely on directional audio cues.

## Parry and Dodge by Instinct

- Audio Attack Indicators: Enemy grunts, weapon swings, or Atreus shouting are your cues to block or roll.
- Vibration Alerts: Heavy attacks cause a stronger controller shake—time your dodge just before impact.

## Exploring the Realms Without Vision

- Slow, Systematic Search: Move in a grid-like path, pressing interact constantly to open chests or collect hacksilver.
- Environmental Sounds as Guides: Rivers, wind, and enemy chatter indicate direction and location.
- Boat Travel: Use paddle sounds and water splashes to gauge turns and distance.

## Boss Battles – Turn Chaos Into Rhythm

- Pattern Recognition: Most bosses repeat attack cycles—listen, count beats, and strike during pauses.
- Audio Tells: Roars, stomps, and magic charge sounds reveal the next move.
- Atreus' Support: Use Atreus to stun enemies with arrows on command when you hear a chance to strike.

## Accessibility Settings to Enable

- Audio Cues for Interaction: Make sure all in-game hints are on.
- Controller Vibration: Set to maximum for clear physical feedback.
- Subtitles + Audio Pings: Even if you can't see them, subtitles can help orient timing if someone reads them aloud during co-op playthroughs.

## Learn More

[How to play God of War Ragnarok if You Are Blind](#)  
[Any tips for a blind Give me God of War ?](#)

