



Red Dead Redemption 2

Accessibility Score: ★★☆☆☆

Red Dead Redemption 2 is a vast, living world where sight often dominates. But as a blind player, you can transform it into a soundscape of survival. Your best allies will be audio cues, horse movement patterns, environmental sound, and voice prompts.

Your Ears are Your Compass

- Environmental Landmarks: Rivers, campfires, wind in the trees, and wildlife calls help you navigate.
- Horse Feedback: Listen for hoof sounds—dirt, wood, and stone surfaces all sound different, helping you track terrain.
- NPC Dialogue: Town folk, gang members, and enemies give away their positions and intentions through chatter.

Camp Life Without Sight

- Fixed Layout Familiarity: Your gang's camp is organized predictably—practice walking between Arthur's tent, the food area, and the supply wagon.
- Audio Prompts: Many camp interactions have unique sounds—listen for the sound of plates clinking, fire crackling, or tool work.
- Character Voices: Recognize gang members by voice to find them for missions or upgrades.

Combat – Turning the Gunfight Into a Sound Battle

- Enemy Callouts: Opponents often shout before firing—use this as a signal to take cover.
- Cover Feedback: The sound of Arthur slamming into wood, stone, or barrels confirms cover position.
- Close-Range Advantage: Rely on shotguns, revolvers, and melee for easier targeting based on sound and vibration.





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Horseback Navigation and Combat

- Gait Sounds: Learn the audio difference between walk, trot, and gallop to control speed without looking.
- Combat on Horse: Use Dead Eye (with assistance) to slow time and aim based on sound cues from enemies' positions.
- Whistle Tracking: Your horse responds with a neigh—follow the sound to locate it.

Hunting by Sound

- Animal Calls: Each animal has distinct cries—listen for deer snorts, wolf howls, and bird songs to track species.
- Weapon Feedback: The bow gives soft, silent kills, while rifles give a loud confirmation shot—choose based on your approach.
- Butchering & Skinning: The sounds confirm successful harvests without visual checking.

Exploring Towns and Wilderness

- Street Sounds: Blacksmith hammering, piano music from saloons, and water trough splashes help map towns.
- Trail Sounds: Mud squelches, snow crunches, and gravel steps signal terrain.
- Train Cues: The distant rumble of a train can guide you toward rail lines for orientation.

Accessibility Aids

- Cinematic Camera + Waypoint Auto-Ride: Allows you to travel long distances without manual steering—just listen for terrain changes and destination cues.
- Vibration for Combat Hits: Stronger vibration means closer enemy or heavier hit landed.
- Voice Prompts from Allies: Keep AI companions in missions—they provide directional guidance through speech.

Learn More

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