



Age of Empires

Accessibility Score: ★★☆☆☆

Age of Empires is fast-paced and visually dense, but blind players can turn it into a sound-led, hotkey-driven command game. Your biggest allies will be audio cues, consistent build orders, and structured map movement.

Map Awareness — Building Your Mental Battlefield

- Start Small: Play on smaller maps to keep track of resources, enemy positions, and base layouts.
- Base as the Anchor: Your Town Center is the heart of your mental map — all navigation begins here.
- Resource Ring: Picture resources in layers — wood close to base, farms within the walls, gold and stone slightly further out.
- Sound Markers: Learn the difference between chopping, mining, farming, and building sounds to quickly know what villagers are doing.
- Revisit in Loops: Cycle between resources, military buildings, and scouting units in the same order every time.

Civilization Choice — Playing to Your Strengths

- Simple Economy Civs: Choose civilizations with strong starting bonuses and fewer complex tech paths.
- Defensive-Friendly Civs: Some civilizations have early walls, tough buildings, or defensive units that give you time to organize.
- Audio-Clear Units: Some unit types have distinct, recognizable attack and movement sounds, helping you track them in battle

Structuring Your Early Game

- Fixed Build Orders: Memorize an opening - for example, 6 villagers to sheep, 4 to wood, then 3 to berries - so your economy runs smoothly without checking.
- Hotkey First: Learn the key combinations for building houses, barracks, farms, and military units.
- Use Idle Villager Hotkey: This instantly selects villagers without tasks, helping you reassign them quickly.
- Scout Early: Send your scout in a circular path from your base outward to mentally map the surroundings.

