



Elden Ring

Accessibility Score: ★★☆☆☆

Elden Ring is a sprawling, sound-rich adventure—but its dark, visually complex world and punishing difficulty make it tough for sight-challenged players. That said, with clever builds, keen hearing, and strategic use of summons, you can overcome its challenges.

Tune Into the Echoes of the Lands Between

- **Audio Cues for Every Enemy:** Nearly every foe has a unique audio signature—growls, armor clinks, and wind-up sounds signal upcoming attacks. These help with timing dodges or strikes.
- **Guidance from Grace:** Sites of Grace to Story locations display a bright yellow marker on the map, offering directional guidance.
- **Maker's Insight:** FromSoftware aims to support players who go in blind. As they've said: "If they can't do it, then there's some room for improvement on our behalf."

Build Smarter, Not Harder

- **Magic & Summons are Your Shield:** Players have navigated Elden Ring effectively using ranged sorcery builds—like Intelligence-focused spells and spirit ash summons—reducing reliance on precise sight-based reactions.
- **Mimic Tear & Bleed Tactics:** Bleed builds using Twin Blades or Moonveil, paired with the Mimic Tear Ash summon for distraction, enable faster kills with less need for visual tracking.

Navigation & Exploration by Sound and Memory

- **Audio-Based World Mapping:** Use environmental audio—rushing rivers, creaking gates, echoes of footsteps—to orient yourself in caves, forests, and dungeons. Repetition builds aural maps.
- **Memorize Settlement Layouts:** Regions like Limgrave or Leyndell have recurring structures—gates, churches, cliffs. Learn them via audio landmarks and revisit to reinforce memory.





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Gaming Toolkits

Elden Ring

Combat with Sound and Strategy

- Dodging to the Beat: Enemy wind-ups, grunts, or roar prefaces are your best read. Combine these with timed dodge vibrations to avoid hits.
- Graceful Retreats: Let summons distract bosses, giving you quick breaths to regroup, heal, or reassess—especially useful during punishing sequences.

Rely on Elden Ring's UX—but With a Caveat

- Limited Built-In Accessibility: There are no menu narration, font scaling, or subtitle enhancements. Elden Ring doesn't cater deeply to visual impairments.
- Community Builds & Guides: It's common—and encouraged—to rely on external guides, not only for mechanics but also for navigating the game without sight.

Legendary Tip: Listen, Learn, and Persist

- Patience is your ally. Learn boss audio patterns in safe loops, use builds that limit visual dependency, and trust the echoes of the world to guide your steps. With enough practice, you can conquer the Lands Between by sound alone.

Learn More

[Can a Blind Person Play Elden Ring? FT. @Brandon Cole](#)



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