



**AUDEMY**

Gaming Toolkits

# Hades

Accessibility Score: ★★☆☆☆

Hades is a fast-paced, action-packed rogue-like where you play Zagreus, son of Hades, attempting to escape the Underworld. For blind players, the game's fluid combat, distinct audio cues, and randomized rooms present both thrilling challenges and unique accessibility hurdles. This guide aims to help you navigate the chaos, rely on sound cues, and develop strategies to make each run smoother and more enjoyable.

## Audio – Your Lifeline in the Underworld

- **Footsteps & Movement:** Zagreus' footsteps change based on terrain. This can subtly signal when you've entered new room types.
- **Enemy Audio Signatures:** Different foes have distinct attack sounds—wings flapping, bone rattles, or magic charges. Learn them to anticipate attacks before they hit.
- **Boons & Rewards:** God boons have clear, thematic voice lines (e.g., Zeus' rumbling tone, Aphrodite's soft call). Chests and reward rooms have subtle hums or jingles.
- **Boss Intros:** Bosses deliver voiced taunts before attacking—use these as a countdown to combat.

## Combat – Reading the Fight Without Sight

- **Weapon Feedback:** Each weapon has distinct swing or firing sounds. The bow has a draw-and-release cue, the sword a sharp slash, and the shield a metallic ring.
- **Dash Awareness:** The dash emits a crisp audio cue—perfect for dodging when you hear enemy attacks charging up.
- **Damage Confirmation:** Enemies emit different death cries. Hearing them confirms a cleared threat without needing visuals.
- **Crowd Control:** Large groups create overlapping sound layers—identify the most dangerous sound and prioritize that enemy.

## Navigation – Finding Your Way Through Random Rooms

- **Door Cues:** Doors leading forward emit faint portal hums; locked doors go silent until all enemies are cleared.



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- **Reward Indicators:** Before entering a room, listen for the god's theme music or the jingle that matches a certain resource (gems, darkness, keys).
- **Interactive Objects:** Healing fountains gurgle, shops have coin jingles, and fishing spots have a soft splash.

## **Boss Battles – Sound Strategy First**

- **The Furies:** Each sister has unique voice lines and attack sounds—Meg's whip crack, Tisiphone's shrieks, and Alecto's rapid slashes.
- **Bone Hydra:** Each head roars before launching fireballs or biting; listen for where the roar comes from.
- **Theseus & Minotaur:** Theseus calls out his attacks, and the Minotaur stomps heavily before charging.

## **Progression – Getting Stronger Between Runs**

- **House of Hades:** Interact with NPCs to unlock new dialogue and tips; voices guide you to their locations.
- **Mirror of Night:** Each upgrade has a unique selection chime—memorize them to make consistent build choices.
- **Keepsakes:** Equipping keepsakes plays a small confirmation tone, useful for tracking which bonus you have active.

## **Custom Accessibility Tips**

- **Memorize Soundsets:** Spend early runs focusing purely on identifying enemy attack sounds.
- **Simplify Weapon Choice:** Stick with 1–2 weapons to reduce cognitive load.
- **Audio Overload Management:** Lower music slightly and boost sound effects to make attack cues more distinct.
- **Controlled Play Area:** Use headphones for sharper directional audio separation

## **Community & Mod Support**

- Audio cue enhancement mods can make certain sounds louder or more distinct.

**Learn More:** [Hades 2 is less accessible to the disabled than Hades 1](#)

