



# Gris

Accessibility Score: ★★☆☆☆

Gris is a wordless platformer that tells its story through movement, music, and environmental changes. For blind players, success comes from listening to environmental audio cues, timing platforming movements, and memorizing section layouts. Your greatest tools will be sound-based orientation, rhythmic movement, and recognizing changes in the soundtrack as progress markers.

## World Awareness — Navigating Levels and Landmarks

- Anchor Points: Treat starting points and large sound-producing structures as reference hubs for each area.
- Route Familiarity: Memorize platforming paths by counting jumps and timing steps between key sounds.
- Environmental Sound Cues: Flowing water, wind gusts, rumbling rocks, or bird calls help identify sections.
- Area Segmentation: Break each chapter into smaller sound-identified sections to make mental mapping easier.
- Checkpoint Awareness: Listen for subtle music shifts or ambient tone changes when reaching new segments.

## Movement and Abilities — Playing to Your Strengths

- Jump and Land Rhythm: Practice consistent timing to clear gaps and platforms without over-shooting.
- Ability Sound Recognition: New abilities, like double jump or ground pound, have distinct audio cues — memorize them.
- Momentum Control: Move steadily rather than rushing to maintain orientation on narrow platforms.
- Directional Awareness: Use stereo sound to detect where key audio sources are and move toward them.

## Exploration Discipline — Building a Reliable Path

- Left-to-Right Consistency: The game's main flow generally moves in one direction — follow this to stay on track.
- Vertical Navigation Awareness: Listen for environmental changes like wind intensity or echo depth to judge height.





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- Hazard Avoidance: Sudden drops in sound or heavy environmental effects may signal unstable areas.
- Symbol and Collectible Tracking: Keep a count of items found in each section for progression.

## Mastering Progression and Checkpoints

- Ability Unlock Memory: Note when and where each ability is obtained to plan for puzzles that require them.
- Safe Rest Points: Stop in open, flat-sounding areas to reorient before continuing.
- Platforming Pattern Recognition: Repeating sound cues in moving platforms or wind bursts help with timing.
- Transition Indicators: Sweeping music changes usually signal chapter endings or major progress.

## Exploring Without Visuals

- Environmental Layers: Pay attention to layered sounds — distant rumbling often means a large structure is ahead.
- Interaction Feedback: Collectibles and story triggers play distinct tones on activation.
- Hazard Audio Tells: Crumbling sounds, water surges, or shaking effects warn of instability.
- Flow Following: Many levels guide you with continuous movement sounds — follow them to progress.

## Accessibility Enhancements & Support

- Play with headphones to maximize stereo directionality and subtle ambient details.
- Increase audio volume to make collectible and environment cues more noticeable.
- Practice new abilities in safe areas before using them in complex sequences.
- Ask for occasional assistance during large, multi-layered platforming sections.

**Learn More:** [Visually Impaired Review – Gris](#)

