Spelunky

Accessibility Score: ★★☆☆☆

Spelunky is a perilous, procedurally-generated platformer where every step can mean treasures... or traps. For blind players, the key is converting visual chaos into structured audio cues, consistent patterns, and labeled routines. This guide helps you build a portable mental map so you can explore the caves with confidence.

Equip Your Ears – Audio Foundations

- Headphones Are Key – Directional sounds let you locate enemies, measure traps, and detect secret areas.
- Mute or Lower Music – This way, critical sounds—such as item pickups ("ding"), trapped doors, arrow firing, and creature noises—come through clearly.
- Narrate Key Actions – Say things like "Bomb placed," "Rope used," "Chest here," or "Spike trap triggered" to anchor events in memory.

Room Rhythm – The Spelunker's Loop

- Room-by-Room Cycle – Each level follows: Enter → Explore → Act (pickups/bombs) → Exit. Learn this as your foundational Cave Rhythm.
- Verbal Room Tags – Label rooms after you clear or explore them: "Enemy room," "Treasure room," "Shop ahead," "Vault." This helps you map depth and progress.
- Trap Alerts – Certain mechanics, like arrow traps or snakes, emit distinct sounds—associate them immediately with their danger so you can react.

Tools & Items – Tagging by Use, Not Look

- Bombs & Ropes – On pickup, say "Bomb ready," or "Ropes +4."
- Weapons & Power-ups – Label as "Shotgun," "Boomerang," "Jetpack," etc., based on their function when you grab them.
- Utility Items – Health potions, compass, climbing gloves—name them at grab: "Compass picks up treasure," or "Gloves climbing."
- Shopkeepers & NPCs – If you encounter them, label events: "Shopkeeper here —do not hit," or "Dog rescued" to keep track of narrative interactions.

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The Five-Step Room Practice Routine

- Entry Prompt – "Stage X, Room Y entering."
- Danger Assessment – Listen for traps: "Arrow trap left," "Snake hiss above."
- Exploration Phase – Walk borders, tap rough areas—say "Wall item sound," "Spelunker footsteps, assume empty."
- Action Confirmation – After placing bomb or breaking wall: "Bomb went boom," or "Secret open."
- Exit Cue – Door noise: "Room clear, moving on. Health: X, Items: Y bombs, Z ropes."

Combat and Navigation via Audio

- Enemy Audio Signatures – Monsters hiss, frogs leap, bats flutter—learn to distinguish them by tone and location.
- Projectile and Trap Feedback – Arrow whizz, boomerang whoosh, goo drip—all tell you what to avoid or use.
- Damage Reactions – Isaac-style cries or Spelunky's grunt tell you you've been hit: "Ouch, health now X."

Progression & Secrets – Sense the Layers

- Depth Awareness – Label floors: "Caves → Ice Caves → Jungle," "Temple after Vault." Use verbal cues as you descend or enter new biomes.
- Special Room Cues – Vault doors riddle with music, shops with jangles. Recognize and label: "Vault here," "Shop here," "Shopkeeper voice."
- Secret Detection – A different wall audio or hidden blood drops clue you in: whisper "Secret potential" and check with bomb or rope.

Practice Drills

- Audio Recognition Training – Record trap, enemy, and room sounds, then practice labeling them by ear.
- Routine Rehearsal – Walk through your five-step room loop verbally until ingrained.
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