



**AUDEMY**

Gaming Toolkits

# Rust

Accessibility Score: ★★☆☆☆

Rust drops you into a brutal, open-world survival sandbox filled with crafting, building, PvP danger, and exploration. For blind players, thriving hinges on transforming this space into a sequence of audio landmarks, methodical routines, and role-based naming rituals. This guide helps you navigate the wild—without sight, but with purpose.

## Audio Foundations – Let the World Speak to You

- **Headphones Are Critical:** Spatial audio helps you detect footsteps, tool swings, fire crackles, gunshots, animal calls, and environmental changes, guiding your situational awareness.
- **Mute or Lower Ambient Music:** So essential sounds—like crafting chimes, harvesting riffs, door opening clicks, or distant gunfire—cut clearly through the feed.
- **Narrate Your Actions:** Say things like “Harvested wood,” “Placed thatch wall,” “Cooked meat,” “Campfire lit,” “Enemy footsteps right,” or “Gun reloaded,” to reinforce a living, audible world around you.

## The Survival Loop – Your Day Cycle Rhythm

Every loop through the day/night cycle of Rust can be boiled down to:

1. **Gathering / Scavenge Phase** – Harvest resources, loot crates, or loot buildings.
2. **Crafting / Building Phase** – Make tools, weapons, or erect shelter.
3. **Exploration / Defense Phase** – Secure your base area, patrol, or venture out.
4. **Combat / PvP or PvE Encounters** – Defend, fight players or wildlife.
5. **Campfire / Rest Phase** – Cook food, heal, manage inventory, pass the time.

Consider this your Rust Rhythm—voice each phase as you begin: “Scavenge,” “Craft/Build,” “Patrol,” “Combat,” “Rest.”

## Tools, Resources & Roles – Label by Function

Tag your gear and actions with clear role descriptors:

- **Harvest Tools** → “Stone Hatchet,” “Metal Hatchet,” “Pickaxe.”
- **Weapons** → “Pipe Shotgun,” “Hunting Bow,” “Water Pipe Pistol,” “Crossbow.”
- **Building Materials** → “Thatched wall,” “Wood door,” “Sheet metal door,” “Code lock equipped.”



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- Resource Units → “Wood x100,” “Stone x200,” “Metal Frags x50,” “Low Grade Fuel x20.”
- Label immediately upon acquisition or creation: “Crafted wood door,” “Picked up Shotgun,” etc. This ensures clarity in your mental inventory and immediate use.

## The Five-Step Shelter Routine

1. Setup Announcement → “Now building base near river.”
2. Placement Action → “Placed thatch wall, then doorframe with a click.”
3. Fortify or Upgrade → “Upgraded door to sheet metal.”
4. Check Defenses → “Door locked, barricade ready.”
5. Wrap-Up → “Base secure. Resource stock: Wood 100, Stone 150, Metal Frags 30, Low Grade Fuel 15.”

## Combat & Wildlife by Sound

- Enemy Directionality → Boot crunches, stumbling, weapon cocking sounds—they tell you precise direction and threat presence. State “Footsteps left door” or “Reload sound behind me.”
- Gunfire & Arrow Cues → Distinct audio: shotgun blast (boom), arrow twang, pistol crack—each one should be labeled as you hear or use them: “Shotgun fired,” “Enemy arrow shot.”
- Animal Growls, Speeds, and Ambient Cues → Wolves, boars, or bears all growl differently. Say “Wolf growl below,” or “Bear roar above,” so you can prep accordingly.

## Resource & Inventory Management—Clarity by Counting

- Resource Pickup Logging → Each pick-up should be voiced: “Gathered wood +50,” “Stone +100,” “Food rations +3.” Always keep mental tally.
- Crafting Inventory Check → Upon crafting, say “Crafted hatchet. Wood now x50, Stone x80.”
- Storage Labeling → If using boxes: “Placed resources in wood box,” “Retrieved ammo from metal box.” Helps keep resources accessible without sight.

