



Hollow Knight

Accessibility Score: ★★☆☆☆

Hollow Knight blends tight platforming, precise combat, and interconnected world exploration. For blind players, success depends on memorizing path layouts, recognizing enemy audio cues, and developing consistent combat and movement routines. Your greatest tools will be sound-based navigation, pattern recognition, and careful route planning.

World Awareness — Navigating Hallownest

- Anchor Points: Use benches, Stag Stations, and key NPC locations as orientation hubs.
- Route Familiarity: Follow the same paths to major areas until their sequences are fully memorized.
- Environmental Sound Cues: Water drips, wind tunnels, echo chambers, and insect noises signal location changes.
- Area Segmentation: Mentally divide regions into smaller zones — entry tunnels, central chambers, boss arenas — to keep spatial awareness.
- Checkpoint Awareness: Benches save progress and serve as safe return points after exploration or combat.

Movement and Abilities — Playing to Your Strengths

- Jump Timing Rhythm: Learn the exact jump arc for standard and double jumps to clear obstacles.
- Ability Audio Recognition: Dash, wall jump, and nail arts each have unique sounds — use them as timing markers.
- Wall Cling Control: Use wall grip sounds to gauge positioning before jumping.
- Cautious Exploration: Move slowly when entering new areas to identify hazards by sound before committing.

Exploration Discipline — Building a Reliable Path

- One-Side Rule: Hug one wall during exploration to systematically cover each area.
- Hazard Awareness: Listen for spikes, acid bubbles, and collapsing platforms to avoid instant damage.





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- Collectible Tracking: Keep external notes on charms, grubs, and upgrade items you've acquired.
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- Area Revisit Planning: Return to locked paths only after gaining the ability needed for access.

Mastering Progression and Checkpoints

- Bench Network Memory: Track which benches are closest to bosses or item locations.
- Ability Unlock Routine: After obtaining a new move, revisit earlier zones in a set order to find upgrades.
- Enemy and Boss Preparation: Learn attack audio cues to dodge and counter effectively.
- Death Recovery Awareness: After dying, retrace your steps quickly to recover Geo and your Shade.

Exploring Without Visuals

- Soundscapes for Orientation: Identify zones by their ambient background — Deepnest's skittering, Greenpath's nature sounds, City of Tears' rainfall.
- Enemy Alert Cues: Many enemies emit noises before attacking — use them for timing.
- Platforming by Sound: Time jumps and wall bounces by listening for landing and grip effects.
- Boss Arena Audio: Boss music and movement sounds indicate position and attack phases.

Accessibility Enhancements & Support

- Increase game audio relative to music for clearer hazard and enemy cues.
- Practice challenging platforming moves in safe areas before attempting dangerous zones.
- Request sighted assistance for complex navigation in visually dense or vertical areas.

Learn More: [Blind people can't play hollow knight](#)

