



Journey

Accessibility Score: ★★☆☆☆

Journey is a wordless exploration game built around movement, environmental puzzles, and emotional storytelling. For blind players, success comes from learning the audio language of the world, navigating using environmental cues, and building consistent movement habits. Your greatest tools will be sound-based orientation, rhythm in traversal, and awareness of chime mechanics.

World Awareness — Navigating the Desert and Ruins

- Anchor Points: Use large sound-emitting landmarks, such as cloth banners or moving structures, as orientation guides.
- Route Familiarity: Move in consistent directions after each checkpoint to keep your path predictable.
- Environmental Sound Cues: The wind, shifting sand, waterfalls, and fabric fluttering all signal location changes.
- Area Segmentation: Break each zone into mental sections — open desert, ruins, underground — to track progress.
- Checkpoint Chimes: Listen for the resonant tones of activated symbols to confirm progression.

Movement and Abilities — Playing to Your Strengths

- Jump and Glide Rhythm: Learn the timing between jumps and glides to cover distance efficiently.
- Chime Feedback: Your scarf charge is indicated by specific chime sounds; recharge near cloth creatures or banners.
- Steady Pace Control: Move at a controlled speed to keep orientation and avoid overshooting platforms.
- Directional Awareness: Use the stereo balance of sound to guide turns and adjustments.

Exploration Discipline — Building a Reliable Path

- Landmark-Based Navigation: Travel toward loud or distinctive environmental audio sources.
- Vertical Sound Awareness: Falling sand, echoes, or distant hums can indicate height differences.





Journey

- Environmental Interactions: Cloth creatures and banners respond with sound when near — use them as path markers.
- Safe Approach Patterns: Move in slow arcs when unsure of direction to maintain spatial awareness.

Mastering Progression and Checkpoints

- Symbol Memory: Track how many scarf symbols you've collected per area.
- Consistent Rest Points: Always stop and recharge at known audio-rich locations before moving on.
- Partner Cues: If playing with another player, listen for their chime sounds to keep close.
- Completion Flow: Each major section ends with a sound-rich cutscene, confirming progress.

Exploring Without Visuals

- Soundscapes for Orientation: Open deserts have constant wind, underground ruins have echo-heavy audio, and mountain areas have howling gusts.
- Interaction Feedback: Banners rustle and chime when approached, confirming your proximity.
- Hazard Awareness: Harsh wind sounds or sudden audio changes can warn of dangerous zones.
- Platforming by Timing: Use glide and jump sounds to coordinate movement over gaps.

Long-Term Progress Tracking

- Scarf Growth Notes: Track scarf length changes as a measure of symbol collection.
- Area Completion Log: Keep an external list of which zones you've explored fully.
- Audio Landmark Memory: Remember the order of unique sound cues to help retrace your steps.
- Replay Planning: On repeated playthroughs, follow the same route to reinforce muscle memory.

Learn More: [I'm completely blind, can I play this game?](#)

