



# Baldur's Gate

Accessibility Score: ★★☆☆☆

Baldur's Gate blends deep narrative choices, exploration, and turn-based tactical combat. For blind players, success comes from mastering combat order, recognizing ability sounds, and creating consistent movement and interaction habits. Your greatest tools will be party role planning, environmental audio awareness, and organized skill usage.

## World Awareness — Navigating Towns, Wilderness, and Dungeons

- Anchor Locations: Use your camp as a home base and primary reference point for orientation.
- Route Familiarity: Travel along consistent paths when revisiting quest areas to reinforce location memory.
- Environmental Sound Cues: Waterfalls, wind, tavern music, or crowd chatter can confirm your surroundings.
- Quest Zone Recognition: Ambient music shifts and NPC dialogue often signal quest-critical areas.
- Area Segmentation: Break maps into mental regions — market, docks, outskirts — for easier navigation.

## Party and Class Choice — Playing to Your Strengths

- Balanced Group: Always bring one melee fighter, one ranged attacker, one healer/support, and one utility or stealth specialist.
- Audio-Clear Abilities: Select spells and actions with unique sound effects for easy confirmation.
- Role Familiarity: Stick to a class with a predictable rhythm (fighter, cleric) if you prefer consistent turns.
- Companion Specialization: Assign fixed duties so each companion's actions are predictable in every fight.

## Combat Discipline — Winning Through Audio Cues and Turn Flow

- Initiative Awareness: Learn the sequence of turns so you can plan ahead without visual prompts.
- Ability Sound Feedback: Spells like Fireball, Healing Word, and Eldritch Blast have distinct casting sounds — memorize them.





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- Enemy Audio Tells: Growls, weapon draws, and spell chants indicate incoming attacks.
- Positioning by Pattern: Move in predictable formations (tank front, ranged back) for spatial consistency.
- Status Effect Awareness: Listen for audio cues signaling buffs, debuffs, or crowd control effects.

## Mastering Menus and Inventory

- Skill Bar Organization: Keep your most-used abilities in the first few slots for speed.
- Equipment Management: Assign armor, weapons, and accessories in a fixed sequence after upgrades.
- Consumable Sorting: Place potions, scrolls, and special items in predictable quick-use slots.
- Quest Log Memory: Track objectives externally since in-game markers are highly visual.

## Exploration Without Visuals

- Linear Movement Approach: Hug one side of a wall or path to fully explore without getting lost.
- Soundscapes for Orientation: Recognize forest, cave, or city ambience to place yourself in the world.
- Interaction Cues: Listen for beeps, chimes, or voice lines when near interactable objects.
- Safe Rest Planning: Memorize where you can long rest and prepare for combat-heavy areas.

## Accessibility Enhancements & Support

- Enable all available sound alerts, voice acting, and text-to-speech functions.
- Play at a slower pace in turn-based mode to allow more time for planning.
- Practice combat in small skirmishes before tackling large encounters.

**Learn More:** [Baldur's Gate 3 for Visually Impaired People?](#)

