



# The Forest

Accessibility Score: ★★☆☆☆

The Forest is a survival-horror crafting game where you're stranded after a plane crash on a mysterious, hostile island. Your mission? Stay alive by gathering resources, building shelter, and fending off enemies. This guide is tailored for blind players, focusing on sound cues, tactile memory, and effective strategies to help you navigate the island's challenges.

## Sound Is Your Survival Map

- Footsteps: Different terrain produces unique footstep sounds—gravel, sand, leaves—helping you orient yourself.
- Water cues: The rush of rivers and gentle lapping of lakes can act as natural landmarks.
- Wildlife & enemy noises: Birds, rustling leaves, and the guttural sounds of cannibals signal nearby activity.
- Tip: Play with high-quality stereo or surround headphones to distinguish direction and distance.

## Feeling Your Way Through Crafting

- Start by learning essential builds: a basic shelter, campfire, and spear.
- Inventory sound cues help—opening the pack, combining items, and confirming builds all produce distinct audio.
- Count button presses when navigating menus to ensure accuracy without relying on visuals.

## Movement Without a Map

- Set a “home base” near a strong audio landmark (like a waterfall or shore) to make orientation easier.
- Move in straight lines and count steps or time traveled before changing direction.
- Drop crafted markers or place fires along frequently used paths for audio and light reference at night.

## Combat Through Hearing

- Use melee weapons and time your swings based on sound rather than sight.





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- Cannibals make specific sounds before attacking—growls, screams, and heavy footsteps.
- Listen for the “hit” sound to know if your strike connected.
- When under attack, backpedal while swinging to keep distance.

## Nighttime Navigation

- Craft and carry a lighter or torch—its ignition has a distinct sound so you’ll know it’s on.
- Fires provide warmth and visibility but can also draw enemies—use strategically.
- When in doubt, retreat to your shelter and rest until morning.

## Surviving the Island’s Hunger

- Listen for the bubbling sound when boiling water over a fire.
- Meat crackling means it’s nearly done cooking. Overcooked food sizzles differently—remove it quickly.
- Streams and ponds are easy to find by following water sounds. Boil or use purification methods before drinking.

## Building a Safe Haven

- Choose a location with clear audio markers—waves, animal calls, or running water.
- Reinforce with walls and traps—construction sounds confirm progress.
- Use the repetitive audio cues of building to track how close you are to completion.

## Mental Mapping and Memory Anchors

- Repeat routes daily until they become instinctive.
- Use “audio breadcrumbing”—creating small fires or placing objects that make noise when interacted with.
- Keep your base layout consistent so you can navigate by memory alone.

## Learn More:

[The Forest](#)

