

TactivoPlay: The audio games collection designed for blind and low-vision players

Gaming is often described as something for everyone, but for blind and low-vision players, many games still rely too heavily on screens, visual menus, fast reactions, and tiny on-screen details. TactivoPlay aims to change that by putting sound at the heart of play.

TactivoPlay is a new collection of accessible audio-based games for Windows PCs and laptops. Instead of treating accessibility as an extra option added later, the games are being designed from the beginning around spoken instructions, clear sound cues, simple controls, and non-visual gameplay.

The collection will include 20 audio games in total. The first 10 are already in beta testing, with the remaining 10 planned to be shaped by feedback and suggestions from players. Current games include Audio Racer, Beat Tapper, Black Jack, Bug Basher, General Knowledge Quiz, Hi-Low Card Game, Pizza Maker Plus, Sequence Memory, Soundcast Fishing, and Treasure Chest and the Ancients.

Each game explores a different style of play. In Audio Racer, players listen for engine sounds, warning cues, and directional audio to stay on the track. In Bug Basher, players use stereo sound to locate bugs in an arena. Sequence Memory challenges players to remember and repeat patterns of sounds, while Soundcast Fishing uses splashes, movement, and bite cues to guide the player through each catch.

The idea is not simply to make games that can be played without sight, but to make games that feel natural, enjoyable, and rewarding when played through sound. Spoken instructions explain what is happening, audio feedback confirms actions, and selected games use stereo or positional audio to help players understand direction and distance.

TactivoPlay is especially aimed at blind and low-vision gamers, but the project also has wider appeal. It could be useful for families, schools, accessibility groups, support organisations, and anyone interested in inclusive game design. The games are intended to be easy to learn, quick to play, and friendly for players who may not use traditional visual interfaces.

At a time when accessibility in games is becoming an increasingly important topic, TactivoPlay offers a simple but powerful idea: games do not always need to be seen to be played. Sometimes, the adventure can begin by listening.

The website is: www.tactivoplay.com

For more information about the creator of this project: <https://www.tactivoplay.com/about-me>

GoFundMe link: <https://www.gofundme.com/f/creating-a-collection-of-audio-based-accessible-games>

Any Questions? Please Email: Ben@TactivoPlay.com