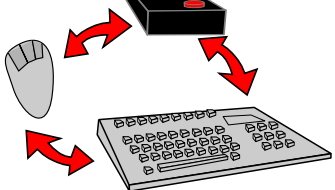



Top 10 ways

To Improve Game Accessibility

- 1 Allow all controls to be remapped 

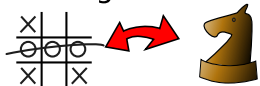
- 2 Add closed-captioning for all dialog and important sound effects 

- 3 Provide documentation in an accessible format such as HTML or plain text
`Keyboard`

- 4 Provide assist modes such as auto-targeting, training options, etc.




- 5 Provide a broad range of difficulty levels



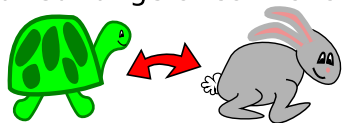
- 6 Make interface fonts scalable



- 7 Allow for high-contrast color-schemes 

- 8 Add audio tags to all significant elements including actors, doors, items, resulting actions, etc 

- 9 Allow for a varied range of control over play speed



- 10 Announce accessibility features on packaging