

ROLLERDROME

ACCESSIBILITY GUIDE

The game's difficulty has been finely balanced for a challenging experience that matches our protagonist Kara's struggle as she makes her way through the Rollerdrome - however we do have a wide array of accessibility options available to tailor this experience to players needs and preferences.

These include more traditional accessibility options for those with varying degrees of visual, motor and hearing impairments, but also a range of assists to help ensure that everyone is able to engage with, experience and enjoy the full extent of *Rollerdrome*.

Note that these are largely available across all platforms, with some platform-specific options also available. In addition, each section has its own "Reset To Default" option.

ACCESSIBILITY OPTIONS

Settings > Gameplay

This sub-menu contains options for camera controls (X-/Y-Axis inversion, auto-centering and sensitivity), as well as controller vibration, screen shake (caused by nearby explosions) and screen flash (caused by taking damage).

The former allow you to better refine the way you interact with the game, while the latter help to alleviate any potential sensory overload/fatigue and allow you to better focus on the action.

Settings > Audio

Here, in addition to being able to adjust the balance between music, sound effects and UI volumes, there is also the option to accentuate important sounds with the High Contrast Audio.

Settings > Accessibility

This menu includes some previously mentioned options, as well as a variety of options to help make subtitles more readable.

Settings > Assists

This menu allows you to adjust the challenge of the game to better suit your skill level and playstyle, or to enable you to focus on improving particular parts of your game; learning level layouts or memorising wave setups.

It also gives you the option of simplifying Slug Shots (the power shot with the shotgun) and removing the requirement to complete challenges in order to progress through the campaign - you can always come back and complete the challenges later! They are a great way to develop your game and learn new skills.

Settings > Controls

The game's controls are highly customizable - from changing the Air-Out input from Up/Forward (so you don't accidentally fling yourself out of the arena), to swapping which weapon is where on the directional buttons.

