



This is going  
to make code

so . . .

so much  
more  
compact



With this technique  
we can create objects

dynamically!

every method call  
can creates  
different looking  
objects

They start walking toward the training ground again

Let's go!

Second round?



Let's go!

1

2

3

4

5

6

7

8

9

10

11

12

13

14

15

16

17



Very good!

But it is  
getting late,  
and we need  
dinner

let's collect  
some potatoes

from the walls on  
the way home

Cool, more  
potatoes, what  
are we going to  
eat them with?



Potatoes  
with  
potatoes and  
potatoes!

We have been  
in the  
village all  
day, right?

we will need to gather more  
food tomorrow

we can not just weigh down on  
the limited food stores of  
the village





Why is this  
village so  
short on food?

Can we not trade  
with the other  
villages for more  
food?



I fear we are all in  
the same boat here

We used to have  
cultivated land  
all around

but now only a few  
villages survived  
by building walls  
around them like us



I had a lot of fun training Archery today

What language are they written in?

Those magic codes are powerful



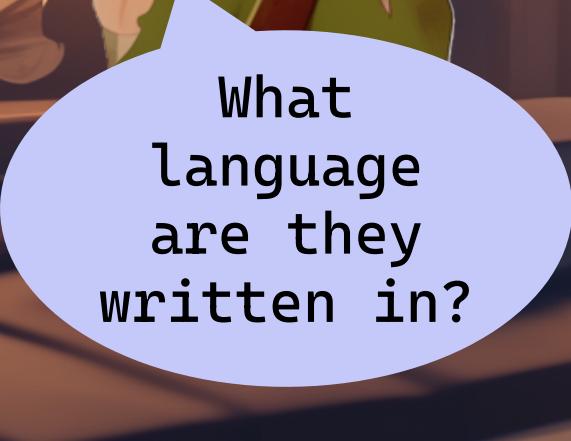
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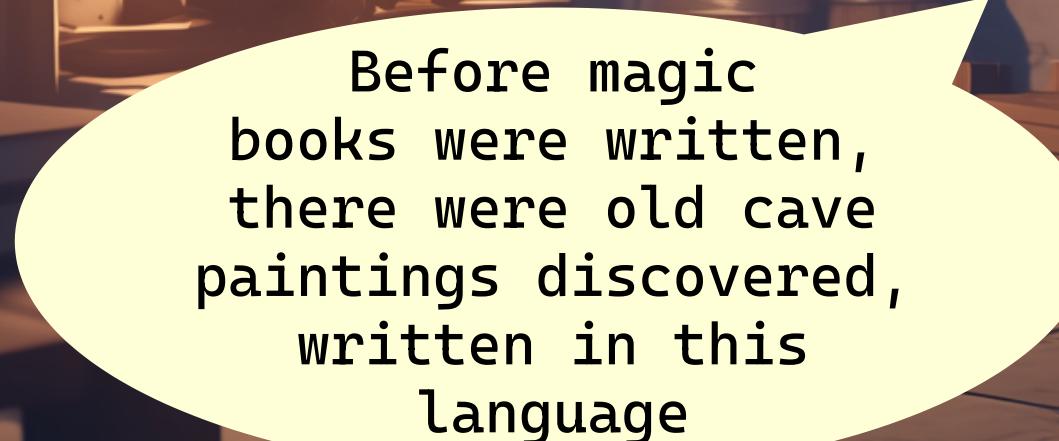
Those magic codes are powerful



Well... nobody really knows



What language are they written in?



Before magic books were written, there were old cave paintings discovered, written in this language

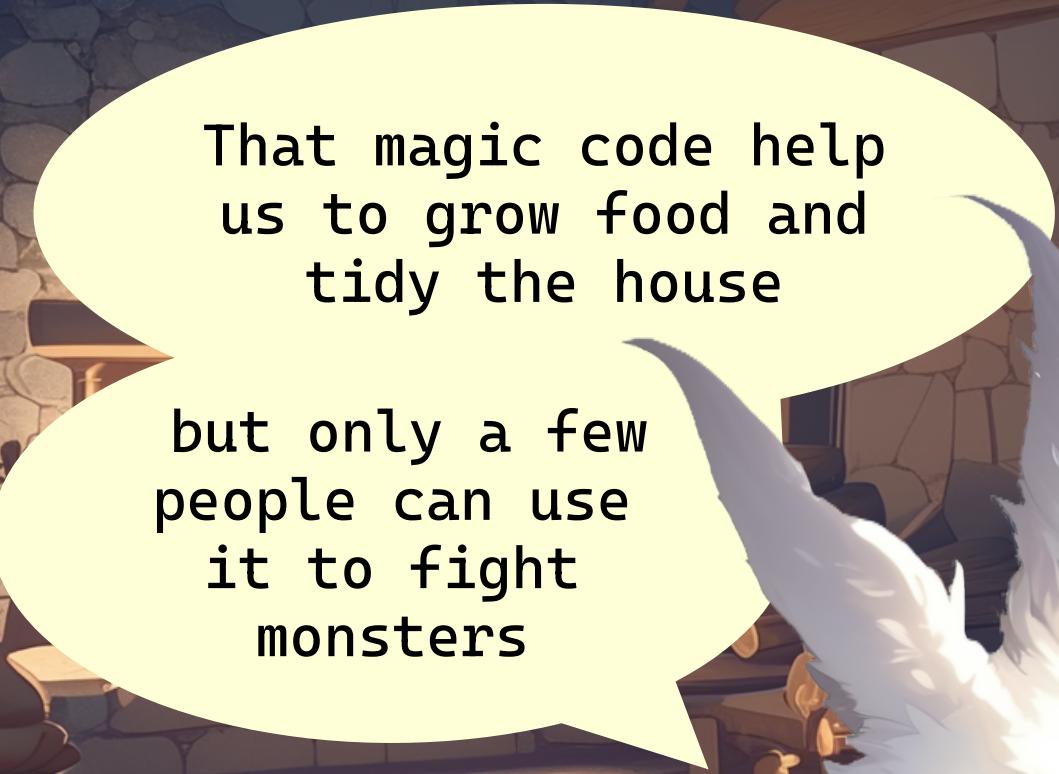


It is from long ago  
Some people  
believe it is the  
language  
of the monsters

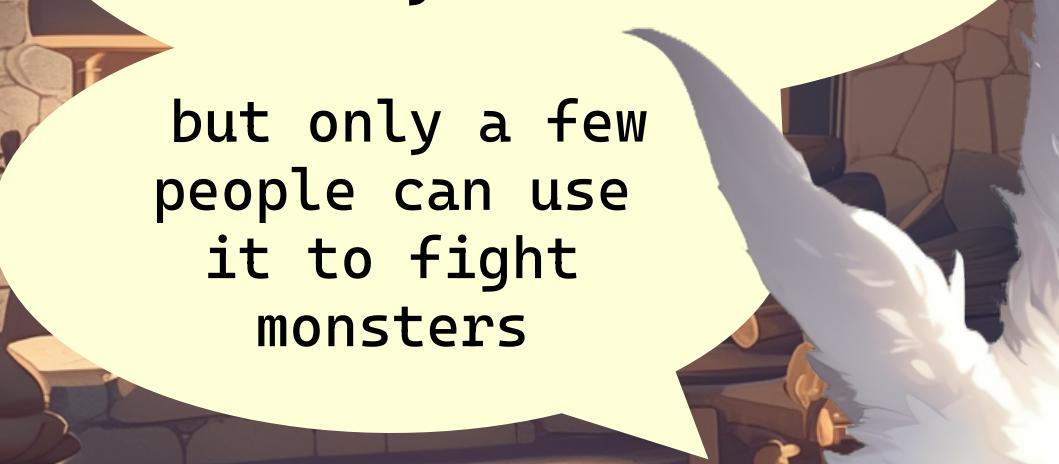




So, how do  
you call it  
then?



That magic code help  
us to grow food and  
tidy the house



but only a few  
people can use  
it to fight  
monsters



We call these  
monster fighters  
*"the Fearless Few"*

and we call the  
language  
*"the Language of  
the Fearless Few"*  
or just *"Fearless"*  
for short

They head to bed, and  
dream of fighting  
monsters using Fearless



# Day 2 completed

