



Welcome to Fearless

Click on the
green button
to continue





This game is composed by many different minigames

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Here we learn to code by completing many different minigames

When you make a mistake, some text shows up

The text explains the minigame and gives hints!

A vibrant, sunlit landscape featuring towering snow-capped mountains in the background. In the foreground, a dirt path leads through a lush green field dotted with white and red flowers. A small figure, possibly a character from a video game, stands near some rocks on the left. To the right, there's a large, craggy rock formation with dense green trees growing on top.

If you are stuck,
just make a mistake
and read the text!

Midnight



There was ...



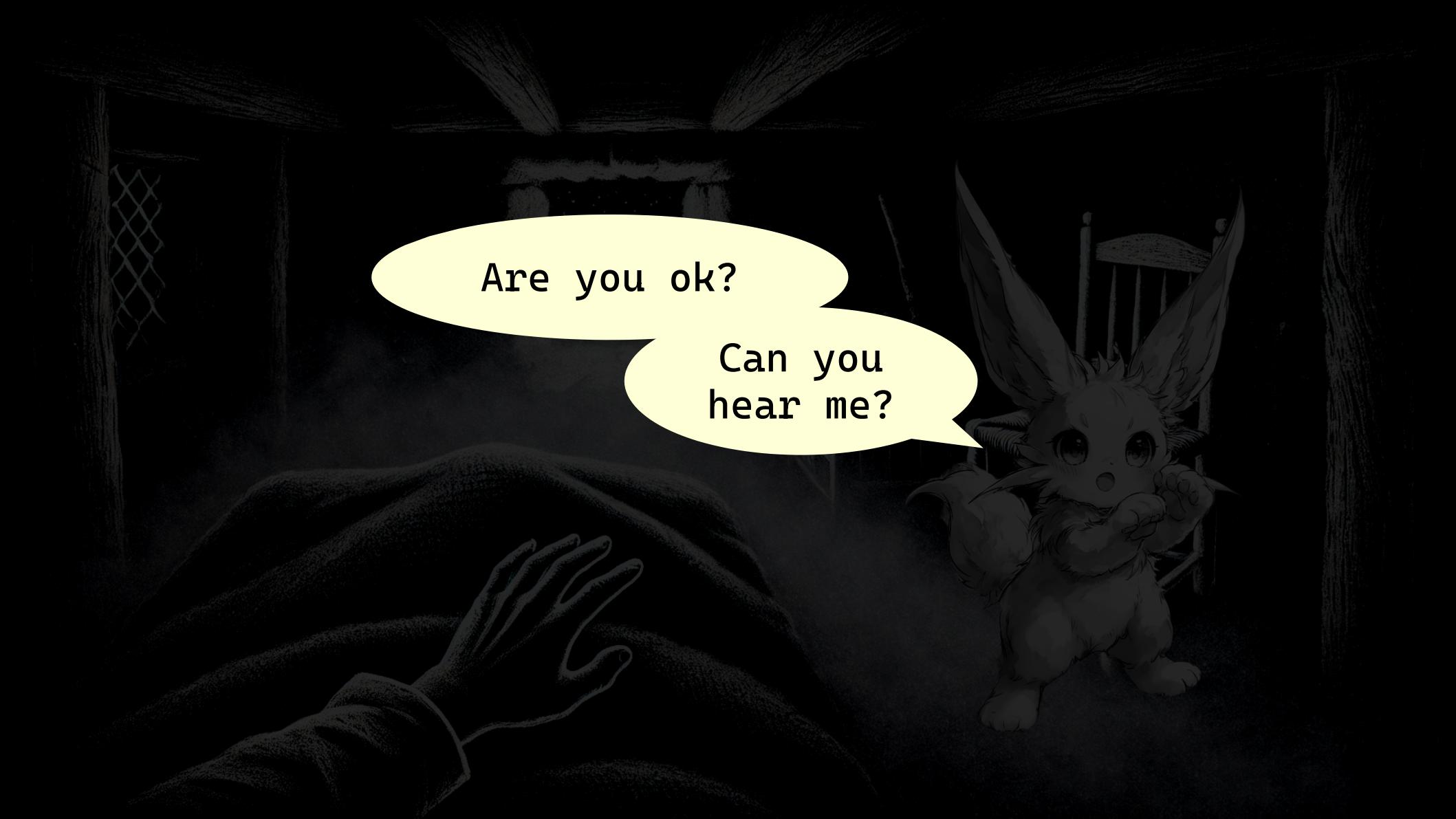
no escape



CRASH







Are you ok?

Can you
hear me?

Write: 'Hear:{}'

Write code instructions
to make the game
progress. Then press >>

Write exactly and only
Hear:{}

To type the { } symbols
use Shift+[or Shift+]

Some keyboards
instead use
AltGr+Shift+[
or Alt+Shift+(





Oh, Good!

Can you
see me?

Write: 'See:{}'





Good, your
senses seem
to be ok

To declare that hearing and seeing
are kind of senses, complete the text
below to be exactly 'Sense:{}'
'See:Sense{}'
'Hear:Sense{}'



We found you
on the beach
yesterday

It seems like
your boat
collapsed

Where am I?



I'm Panic. You are
in my house
Do you like it?

Yes, but...
Where are we?

Where are all
my companions?
We were all
on my boat





I'm not sure
where they are
now

You are in
Aligard.
It is a small
village

Oh no
What
country
is this?

A cozy interior scene featuring a stone fireplace with a glowing fire. The room has wooden beams on the ceiling and several barrels and sacks scattered around. A small white creature with large ears and blue eyes is sitting on the floor in front of the fireplace, looking surprised.

You are in
the Kingdom
of Gardemar

Or at least
what is
left of it



Declare the type 'North:{}'
to build more code

How's your
footing?

Try to point at
North, South,
East, and West





ok, that is North.
By the way,
that is where the
mountains are





Those mountains look ominous



Yes!
That is where
all the
monsters are
coming from



MO...
Monsters?

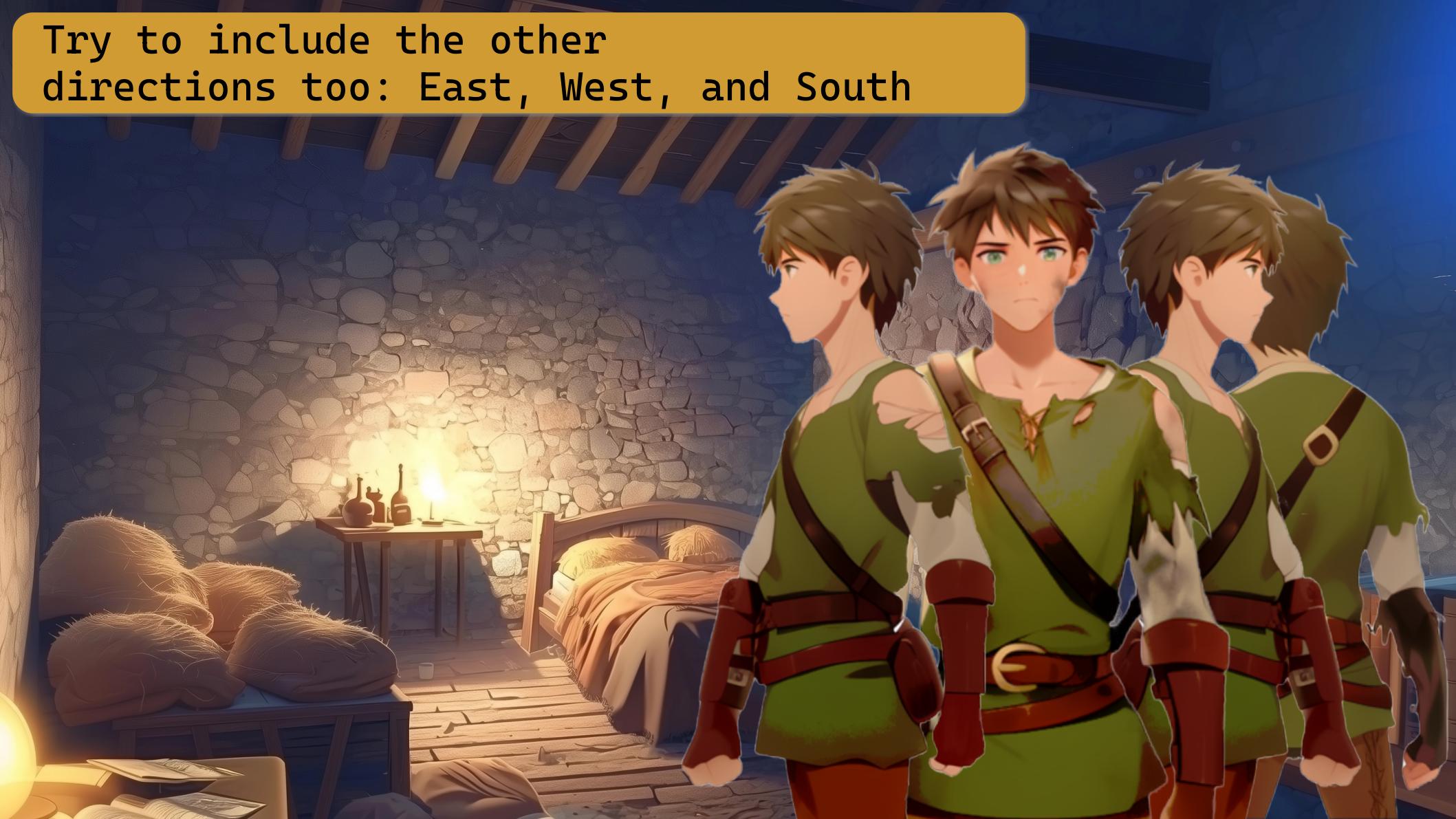


Yes They ravage our
kingdom and we
are now living
in fear



scared to
leave our
villages
at night

Try to include the other directions too: East, West, and South





Ok, you can now
point in all of
the four
directions

As you can
see, I only
have a window
to the North

Declare a Direction type and change the code so that North, East, South, and West implement Direction

The code 'See:Sense{}'
Means 'See is a kind of Sense'
Or 'See implements Sense'



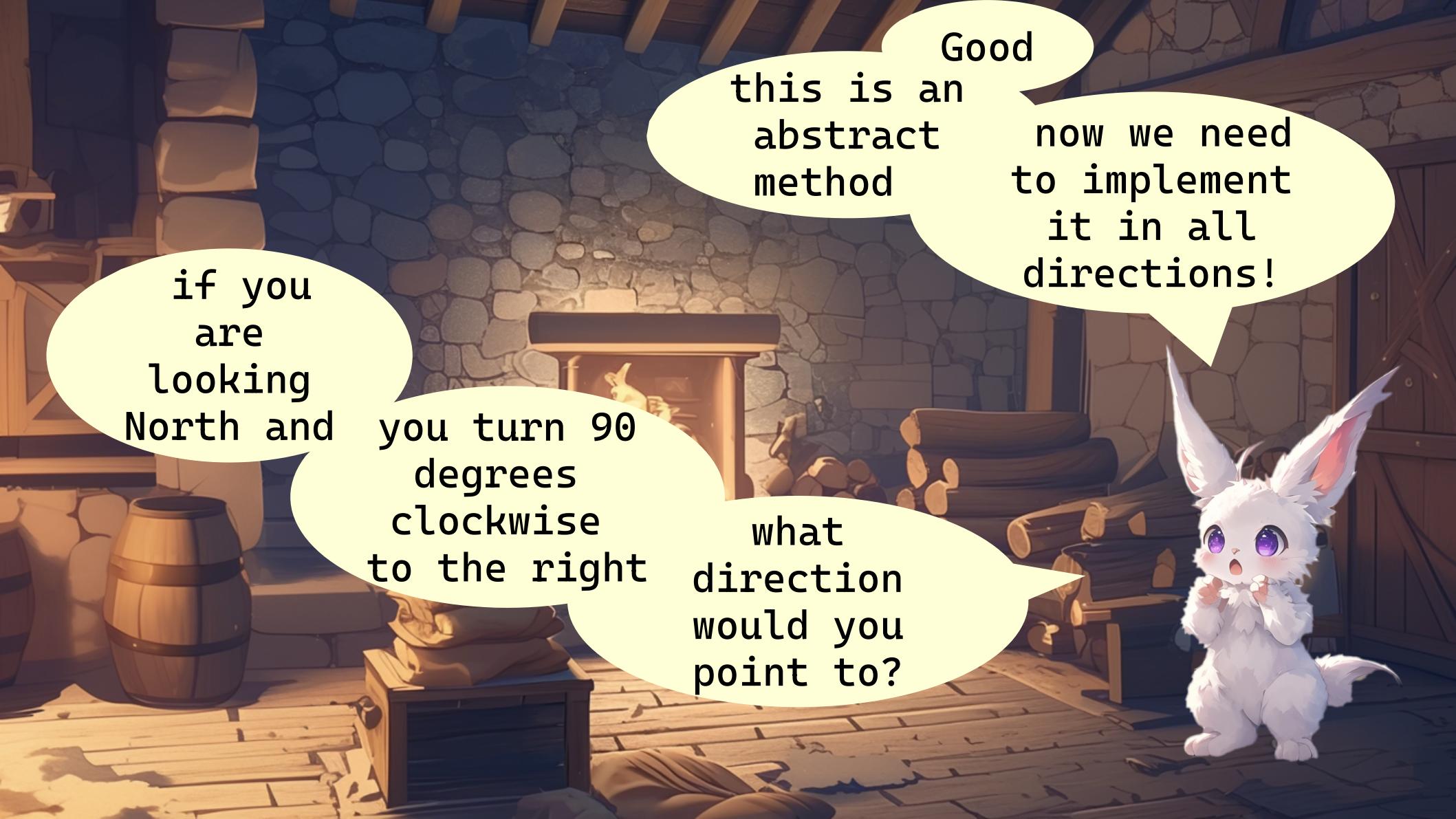


Declare a method

```
'.turn: Direction,'  
inside 'Direction'  
between the curly brackets.  
Note the comma at the end!
```

Ok!

your mind
seems to be
working
better
Can you now
walk and turn
without
falling?



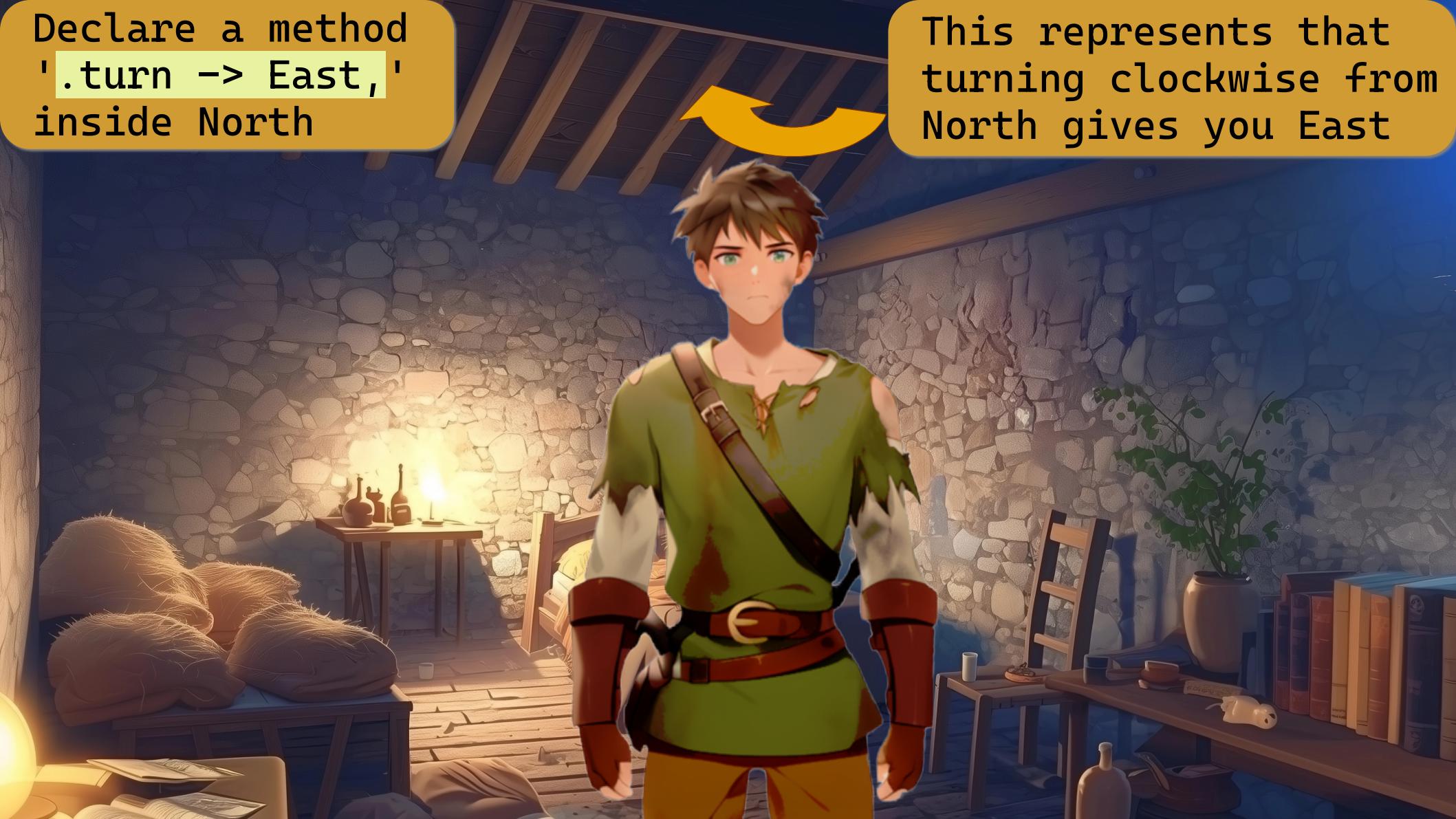
if you
are
looking
North and

you turn 90
degrees
clockwise
to the right

what
direction
would you
point to?

Good
this is an
abstract
method

now we need
to implement
it in all
directions!



Declare a method
.turn -> East,
inside North

This represents that
turning clockwise from
North gives you East



Declare the .turn
method inside East

Remember, you are
turning clockwise!

Keep turning.
Complete South



Ok! One last step

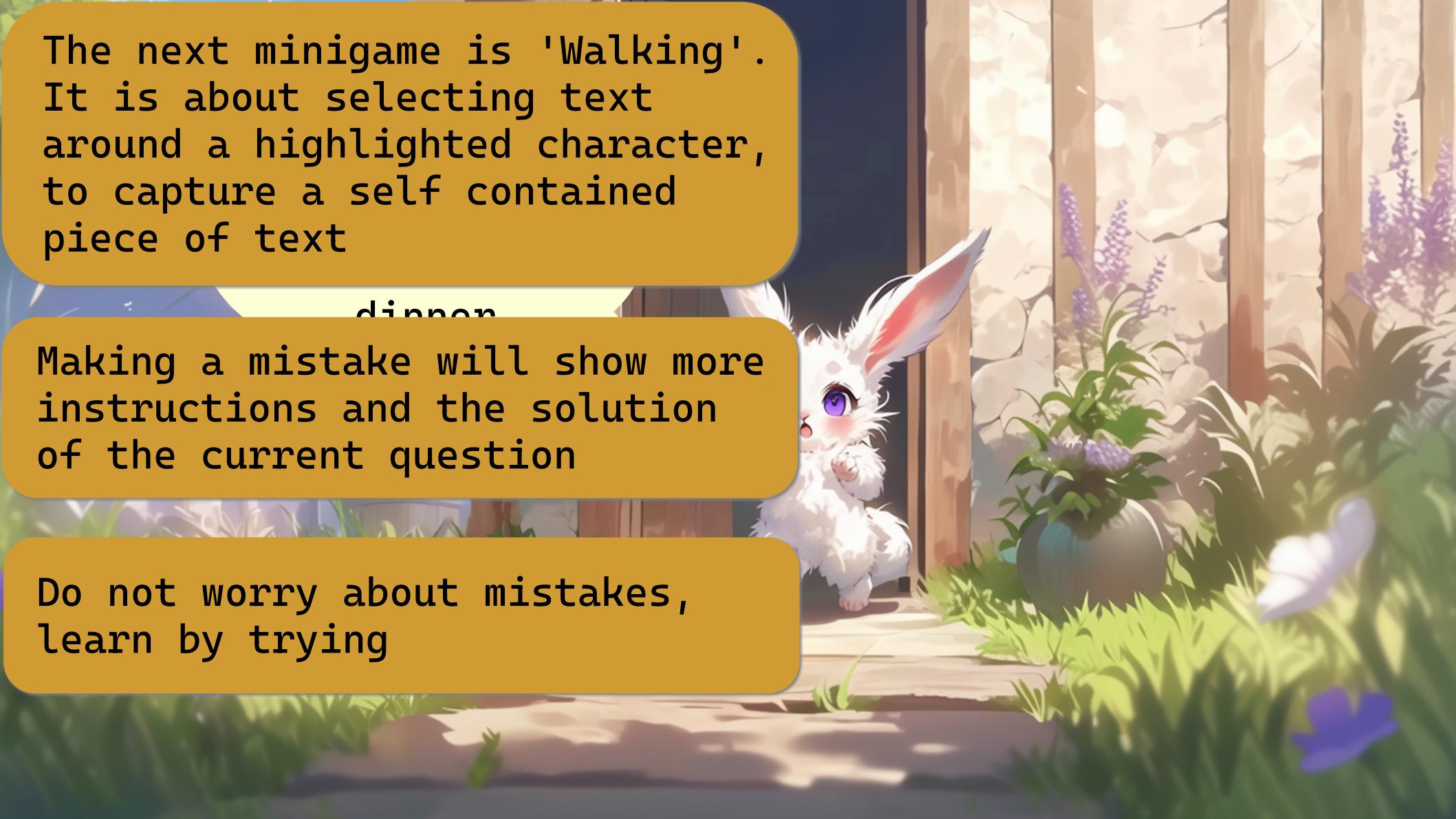


Ok! It looks like you are now able to walk and turn





Follow me
out to gather
some food for
dinner

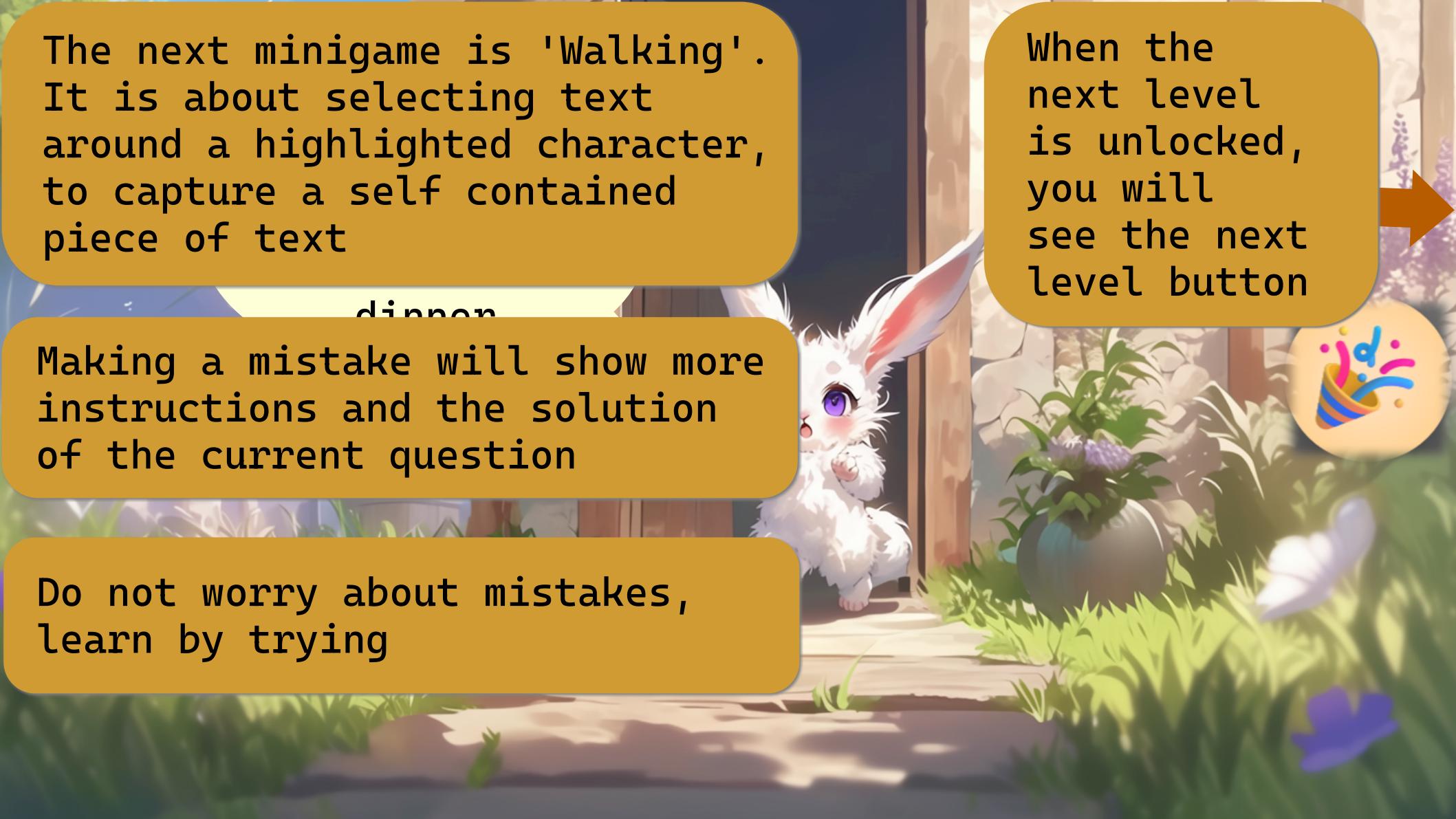


The next minigame is 'Walking'. It is about selecting text around a highlighted character, to capture a self contained piece of text

dinner

Making a mistake will show more instructions and the solution of the current question

Do not worry about mistakes, learn by trying



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When the next level is unlocked, you will see the next level button

