



# Welcome to Fearless

Click on the  
green button  
to continue





This game is composed by many different minigames

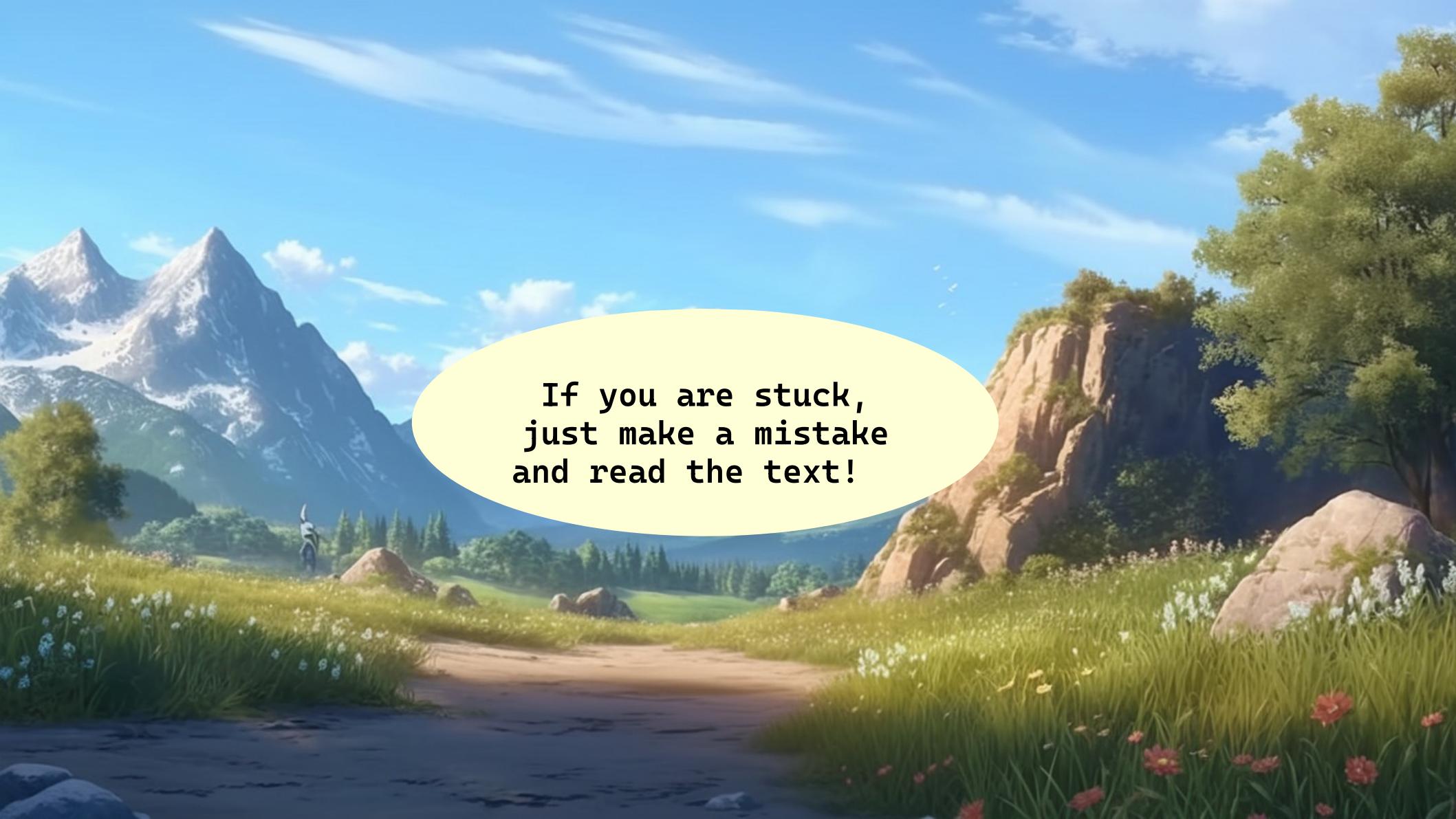
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Here we learn to code by completing many different minigames

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 towards a small figure of a person in traditional-style clothing. The middle ground is a lush green valley with scattered rocks and wildflowers. A large, craggy rock formation is visible on the right side.

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

Midnight



There was . . .



no escape

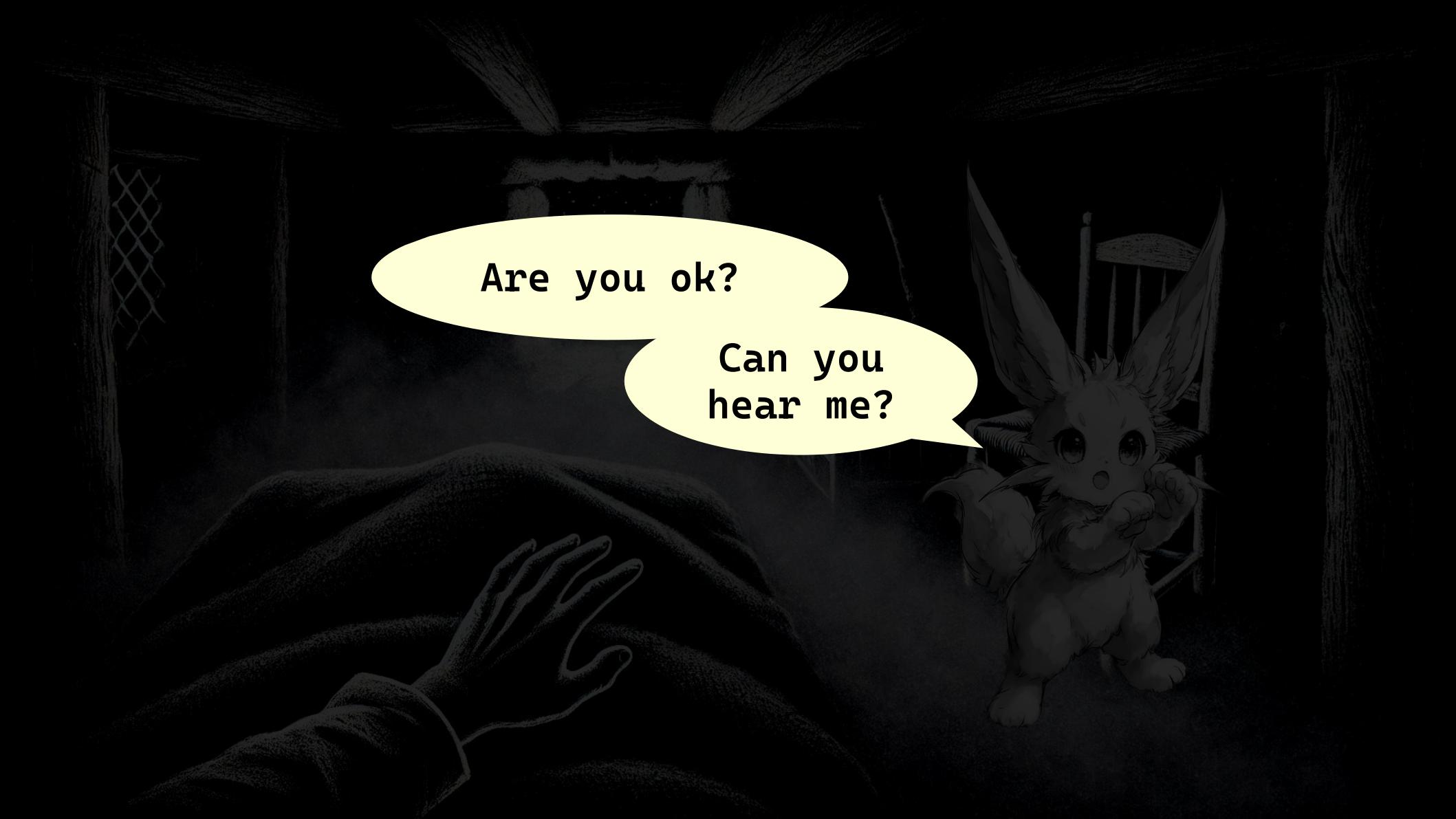


**CRASH**









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?



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

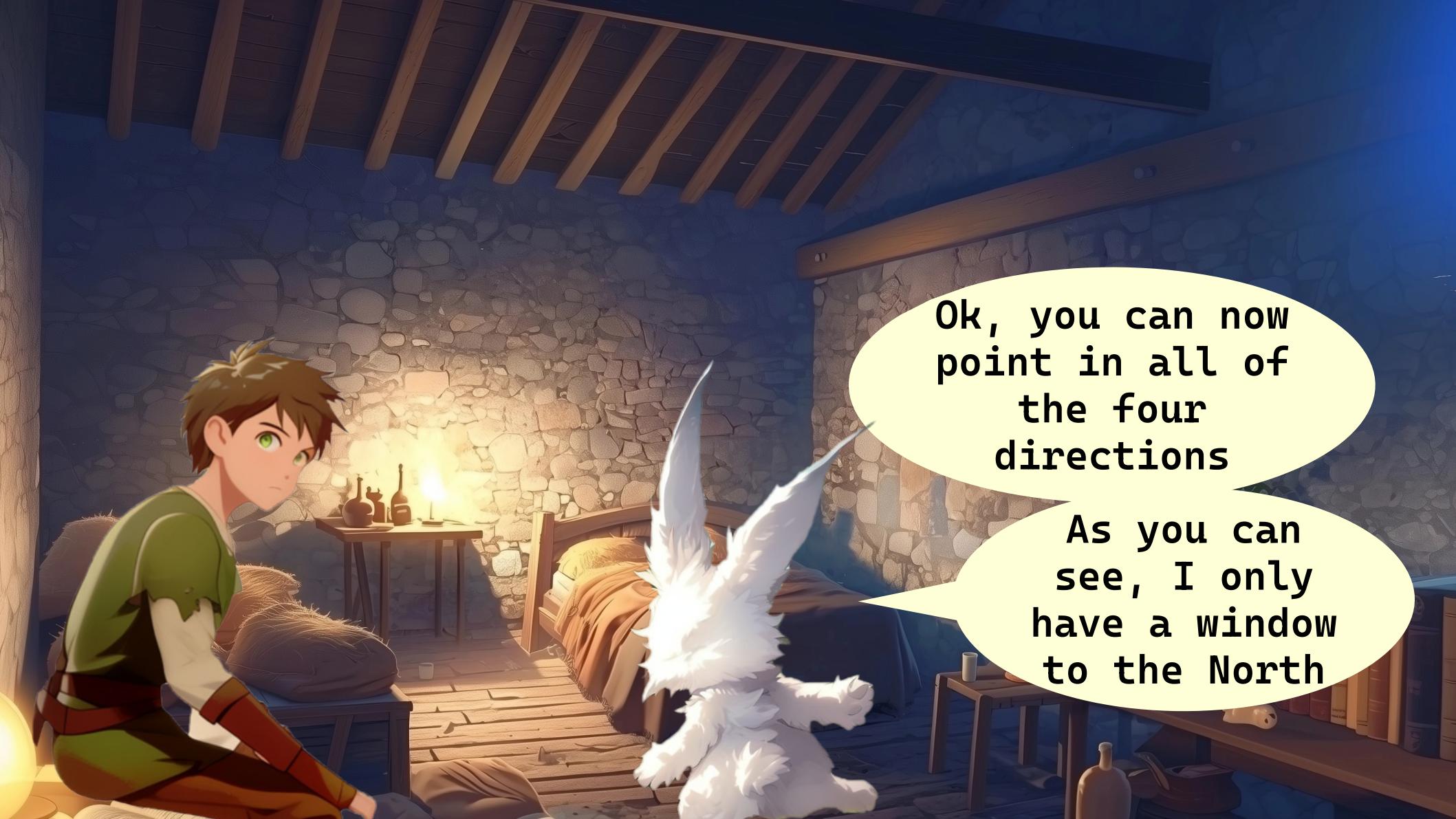
They ravage our kingdom and we are now living in fear



scared to leave our villages at night

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



A young boy with short brown hair and green eyes, wearing a green tunic and brown pants, sits on a wooden floor in a rustic room. He is looking towards a white dog with long, spiky fur that is standing on its hind legs. The room has stone walls, a wooden ceiling with exposed beams, and a small window. A table with a lit candle and some bottles is visible in the background.

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 semicolon 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

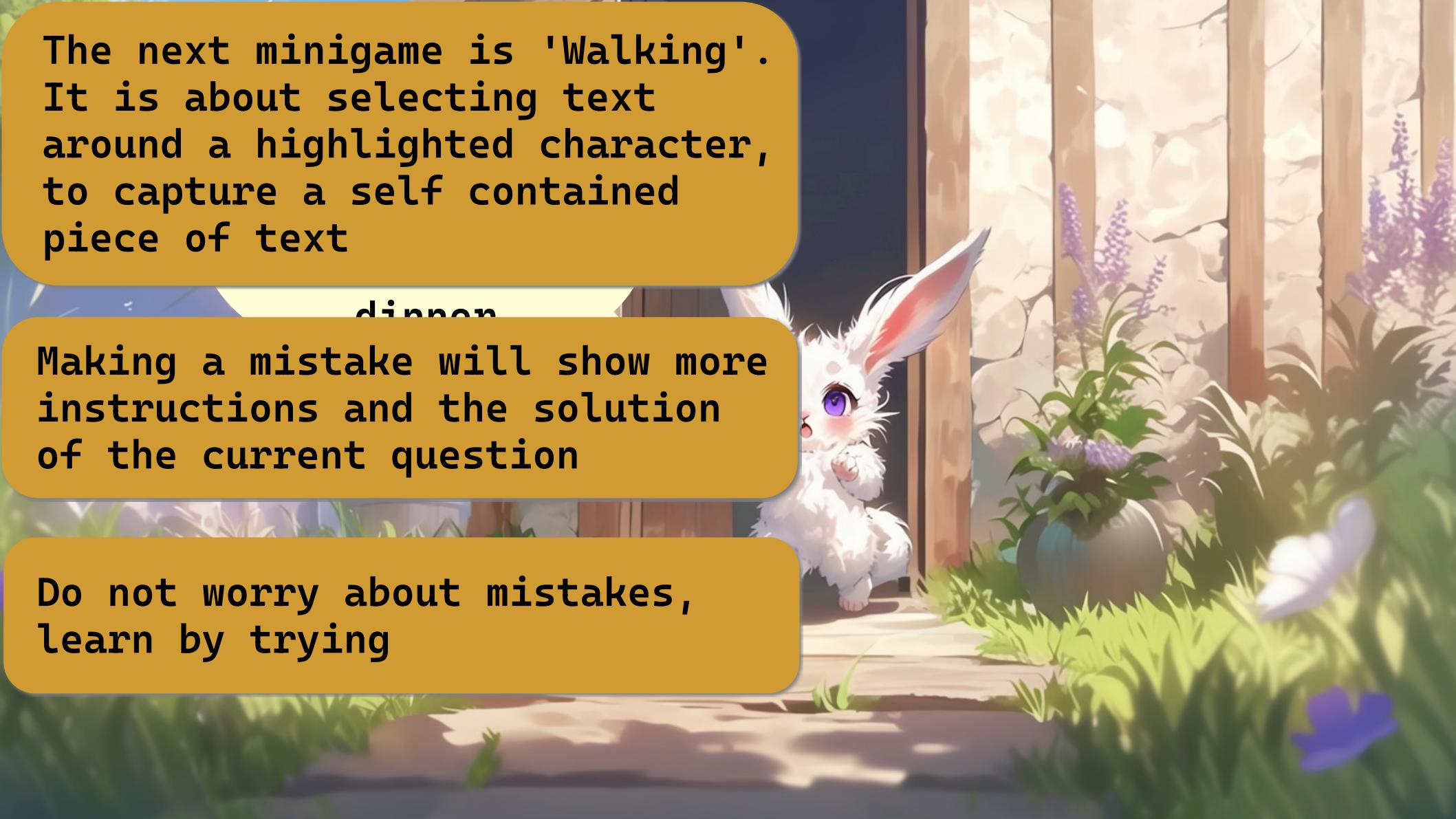


Ok! It looks like you are now able to walk and turn





Follow me  
out to gather  
some food for  
dinner

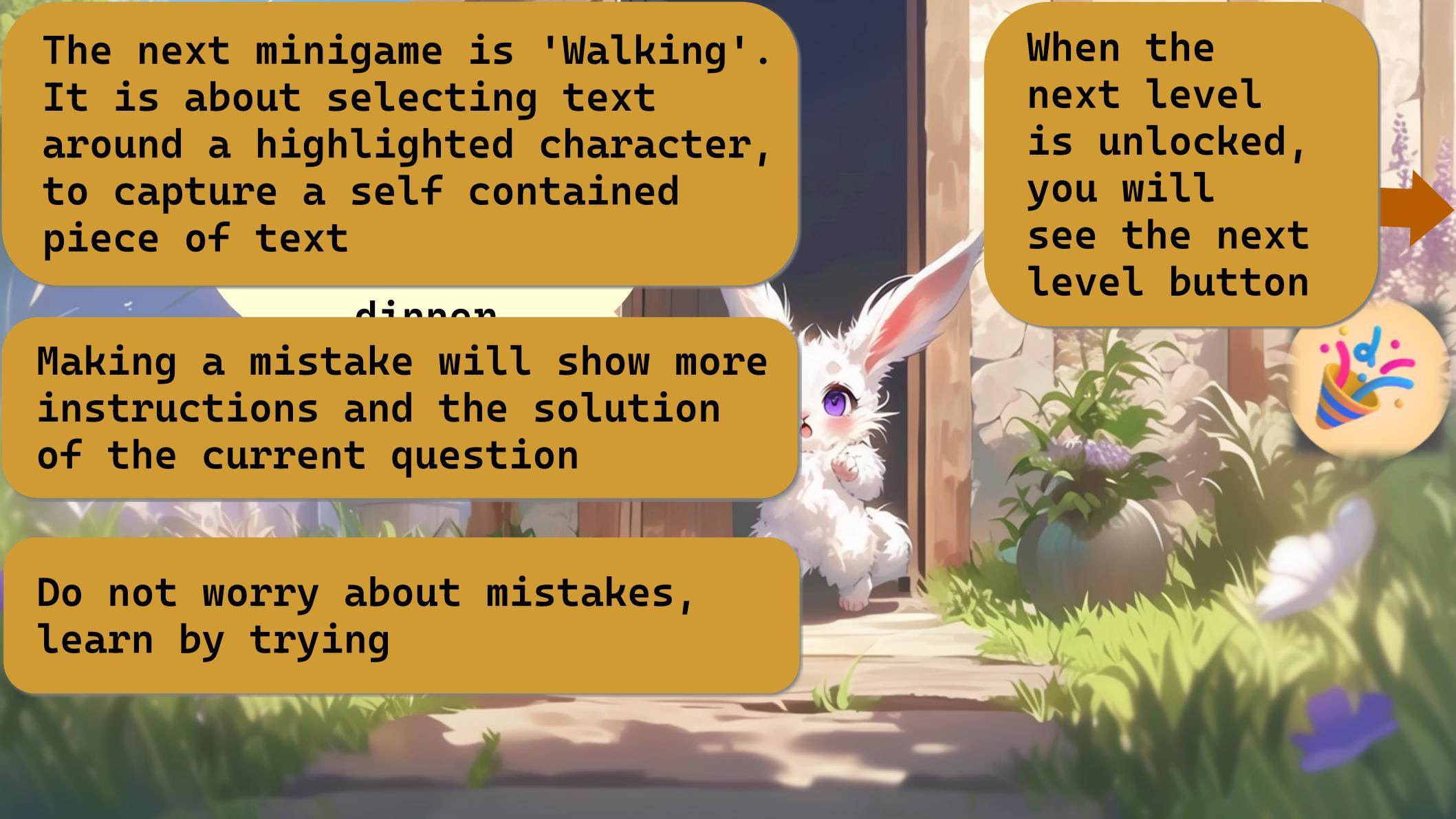


The next minigame is 'Walking'. It is about selecting text around a highlighted character, to capture a self contained piece of text

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

