**GDScript** is a high-level, object-oriented, imperative, and gradually typed programming language specifically designed for the game engine **Godot**. [It uses an indentation-based syntax similar to languages like **Python**1](https://docs.godotengine.org/en/stable/tutorials/scripting/gdscript/gdscript_basics.html). Here are **five free reference links** where you can learn GDScript:

1. [**Learn to code with GDScript**](https://docs.godotengine.org/en/3.5/getting_started/introduction/learn_to_code_with_gdscript.html): This Godot Engine documentation provides an introduction to GDScript and interactive practices you can do right in your browser[2](https://docs.godotengine.org/en/3.5/getting_started/introduction/learn_to_code_with_gdscript.html).
2. [**GDScript Basics**](https://docs.godotengine.org/en/stable/tutorials/scripting/gdscript/gdscript_basics.html): Explore the basics of GDScript, including its syntax and essential concepts[1](https://docs.godotengine.org/en/stable/tutorials/scripting/gdscript/gdscript_basics.html).
3. [**Complete Guide to GDScript**](https://gamedevacademy.org/complete-gdscript-godot-tutorial/): A comprehensive tutorial covering GDScript, Godot’s scripting language, with examples and explanations[3](https://gamedevacademy.org/complete-gdscript-godot-tutorial/).
4. **Godot Official Documentation**: The official documentation includes detailed information on GDScript, along with other aspects of Godot game development.
5. **GDQuest’s GDScript Tutorials**: GDQuest offers a YouTube playlist with video tutorials on GDScript, suitable for beginners and intermediate learners.

Happy coding! 🚀🎮