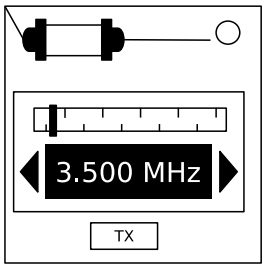
On the Subject of Morse Code



An antiquated form of naval communication? What next? At least it's genuine Morse Code, so pay attention and you might just learn something.

- Interpret the signal from the flashing light using the Morse Code chart on the next page.
- The signal will loop, with a long gap between repetitions.
- Identify the word that is being signaled.
- Once the word is identified, adjust the response frequency of the module as indicated in the table on the last page and press the transmit (TX) button.
- Refer to the next double-page for defusing the module.

Morse Code Mnemonic

Ignore this if you aren't here to learn Morse Code.

The words below show each Morse Code letter in a graphic form. Letters deviating from the base line signify a dash, others a dot.

A — a t

B — b e a n

C — C a t e

D — d a m

E — e

F — c a f e

G — g y m

H — e a r s (hear)

I — i n

J — e d g y (\ 'e-jē \)

K — K i t (-Kat)

L — e l s e

M — M M (Millenia)

N — N o

O — O O P (Object Oriented Programming)

P — a p p s

Q — p l a q (ue)

R — r y e

S — s a x

T — (Mr) T

U — u m p (ire)

V — v e a l

W — w h y

X — f o x y

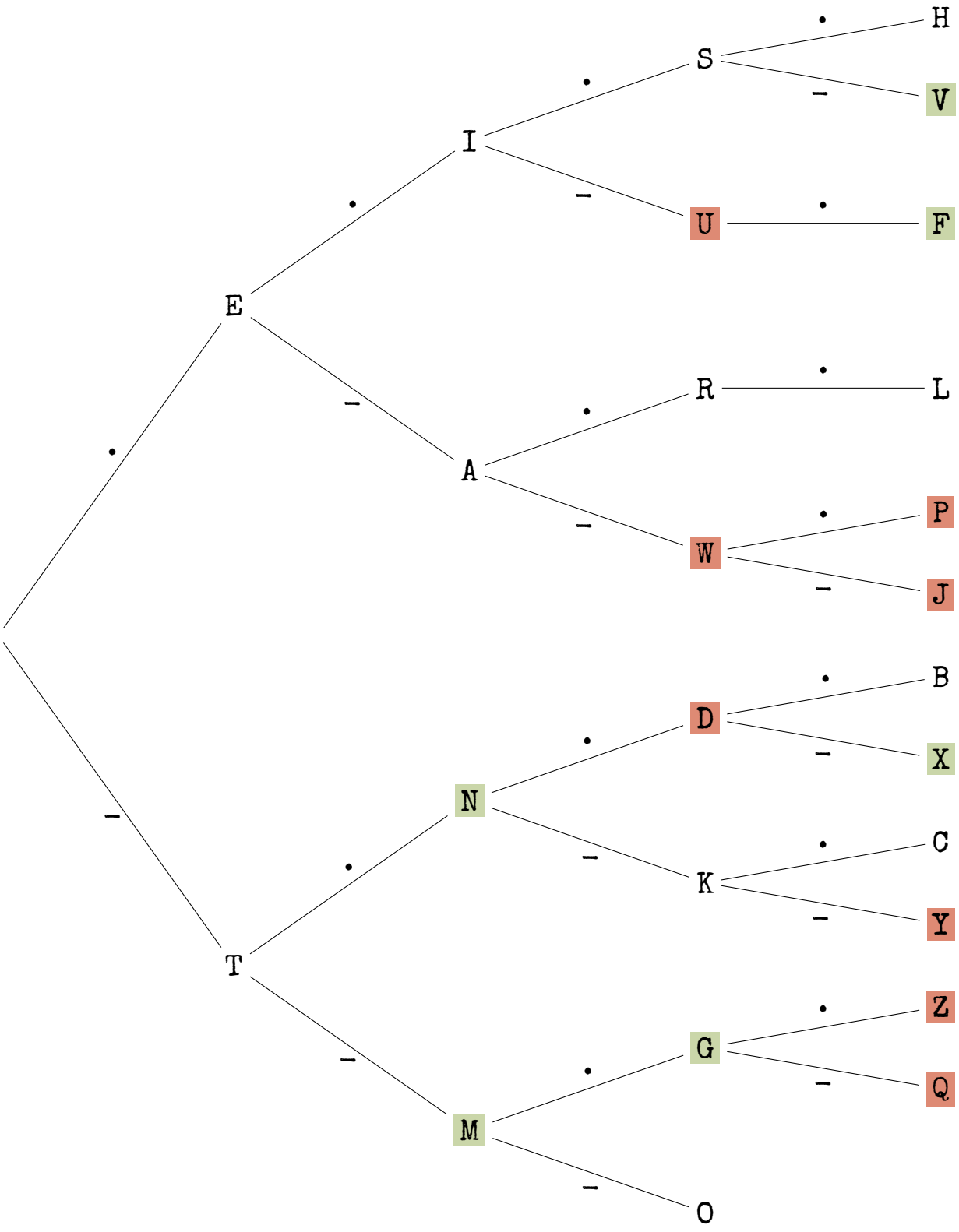
Y — y e l l

Z — Z h o u (Province in China)

Morse Code Alphabet Tree

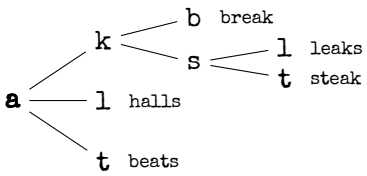
This tree shows the complete morse alphabet. Navigate it as the defuser tells you individual Morse symbols. Letters marked in red do not appear in any of the solution words. Letters marked in green are unique to a single solution word.

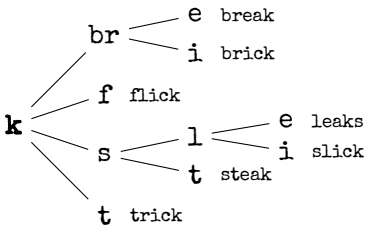
- If the defuser sees a short flash (dot / ·), move up and to the right.
- If the defuser sees a long flash (dash / −), move down and to the right.
- If the defuser sees a gap, read the letter at the current position.

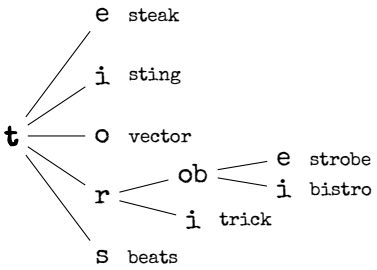


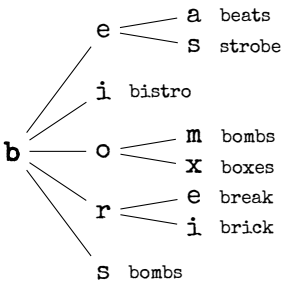
Word Recognition Trees

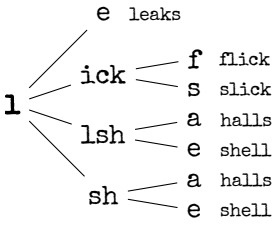
If you identify any letter in the signal, start at the corresponding tree below. It shows the possible continuations after the identified letter, thereby allowing to identify the target word as quickly as possible. The trees are built such that the long gap between signal repetitions can be ignored.









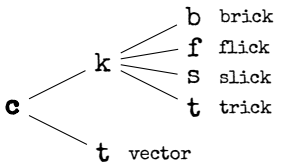


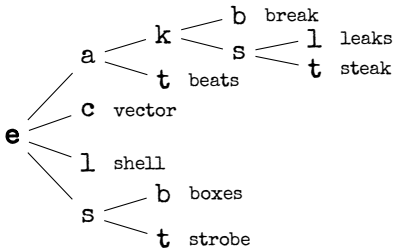
v vector

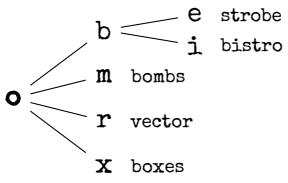
x boxes

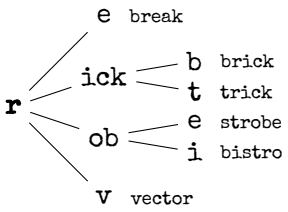
m bombs

n sting



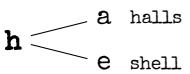


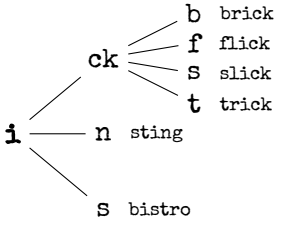


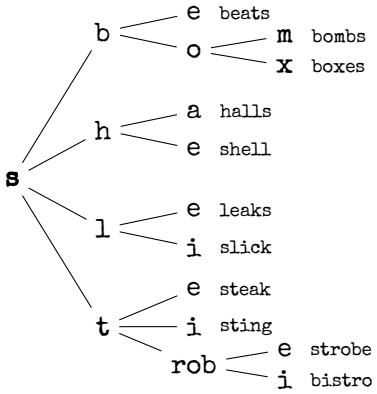


f flick

g sting







Response Frequencies

Each word corresponds to a specific response frequency:

If the word is:	Respond at frequency:
beats	3.600 MHz
bistro	3.552 MHz
bombs	3.565 MHz
boxes	3.535 MHz
break	3.572 MHz
brick	3.575 MHz
flick	3.555 MHz
halls	3.515 MHz
leaks	3.542 MHz
shell	3.505 MHz
slick	3.522 MHz
steak	3.582 MHz
sting	3.592 MHz
strobe	3.545 MHz
trick	3.532 MHz
vector	3.595 MHz

#
A

B

C

D
E

F

G
H

I
J
K

L

M

N
O

P

Q
R

S

T

U
V
W

X
Y
Z