

Morse Code Rescue Game!

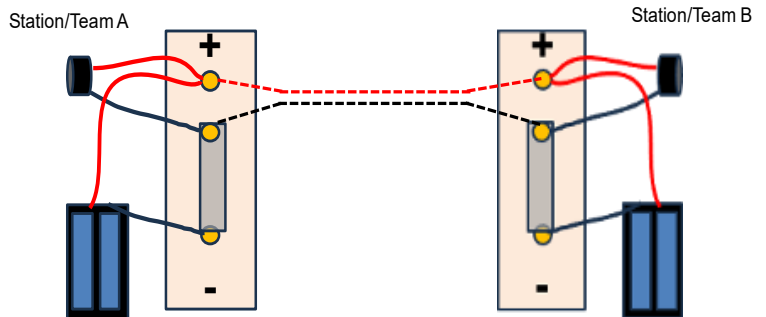
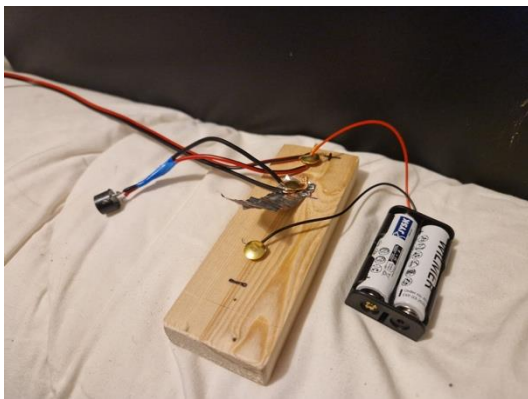


This is a fun game for six's, patrols, crews etc i.e. cubs up.

The object of the game is to build working mose code communication stations to allow morse code communications between the “stranded” team (six/patrol/crew) that needs rescuing and supplies, and the Rescue team (six/patrol/crew) that must get the supplies to the stranded team. Once all supplies have been delivered the stranded team are deemed rescued!

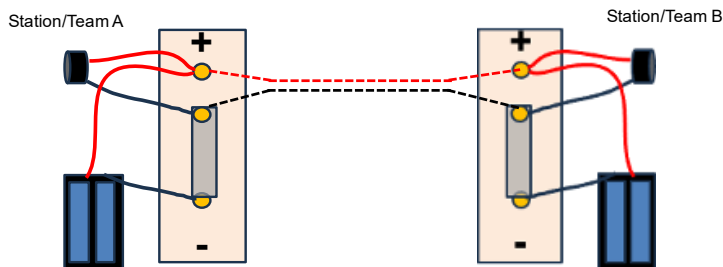
We recommend printing and laminating pages 2, 3 and 4 and using fine dry wipe markers so that the game can be reused again and again between sections

Tips & Trouble shooting



1. Take Care to make sure to wire the +ve and -ve wires as per the diagram and picture
2. Use aluminum foil from food trays as it is stiffer
3. Don't push the thumbtacks all the way in, leave the up a but so you can wrap the wires around them tightly
4. Note that the aluminum foil ‘key” or switch is only tumb tacked at one end
5. If each ‘local’ station works, but the messages are not being transmitted between stations, the wire between the stations is either not wired well enough – check your connections are tightly wound, or the +ve and -ve on one station is not wired to the +ve and negative on the other –Swap arpunud **one** end to fix.
6. Stress to the teams to start with to exaggerate the dots and the dashes (dits and dah's)
7. Some people may find the buzzers quiet irritating even disturbing, the buzzer can be replaced with a light or LED for silent operation

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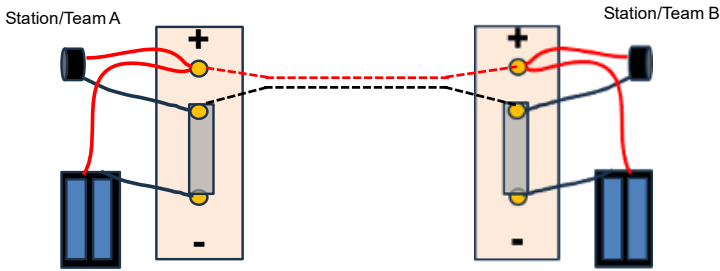


Stranded Team

1. Build Your morse key station and using wire connect to another team's station as shown in the diagram. Ideally other team should be in another room or tent or out of earshot.
2. Fill in the morse code for SOS, W, 1, R and F on this sheet
3. Each member of the team should get a go to send a message
4. When you have sent a message and the other side has understood your message, they should give you a 'K' in morse, If they need to to send again, they will send a long tone
5. When you have received all the items well done! You have been rescued. Now swap over and be the rescue/receiving.

Send	Morse Code	Meaning (For Game)
A long 4 second tone	_____	Ready to send/Sending again
A long 4 second tone	_____	Ready to Receive/Sending again
K	- . -	Message received OK
SOS		Save us!
W		Bring Water
1		Bring 1 st Aid
R		Bring rope
F		Bring Flint and steel
T		Teddy Bear

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Rescue Team

1. Build Your morse key station and using wire connect to another team's station as shown in the diagram. Ideally other team should be in another room or tent or out of earshot.
2. Fill in the morse code for SOS, W, 1, R and F on this sheet
3. Each member of the team should get a go to receive a message
4. When you have received a message and understood the message you should send a 'K' in morse and bring the item to the team, If you need them to send again, send a long tone
5. When you have brought them all the items they have been rescued! Well done! Now swap over, Now swap over and be the Stranded team.

Send	Morse Code	Meaning (For Game)
A long 4 second tone	_____	Ready to send/Sending again
A long 4 second tone	_____	Ready to Receive/Sending again
K	- . -	Message received OK
SOS		Save us!
W		Bring Water
1		Bring 1 st Aid
R		Bring rope
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T		Teddy Bear

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Rescue item cut outs. Print, Laminate and cut along the dotted line



For outdoor version use real items that don't blow away!

