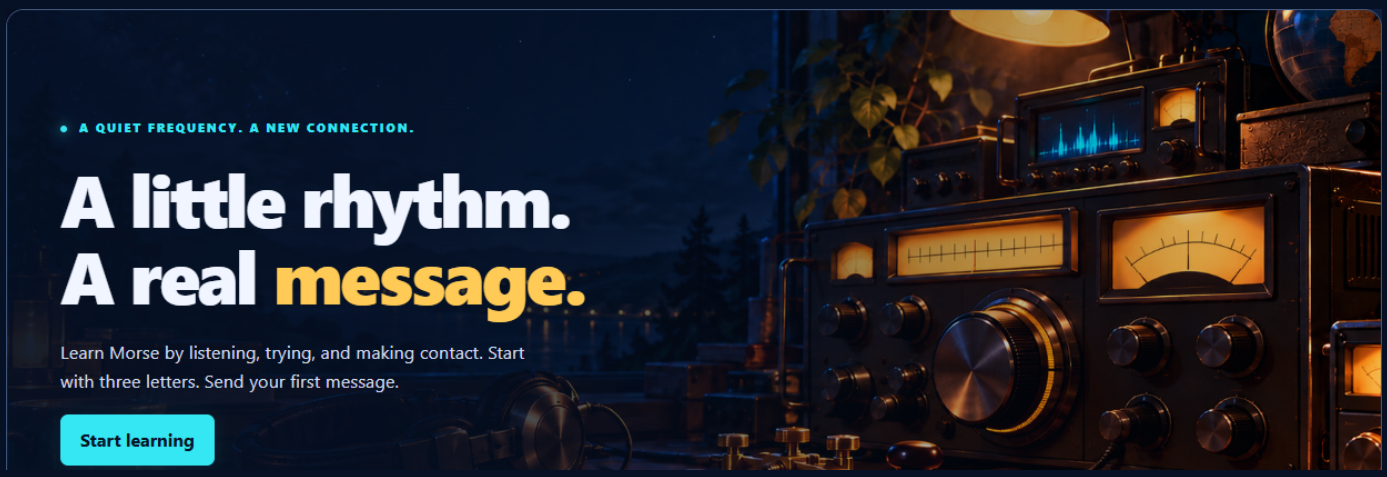
SIGNAL STAGE

Learn Morse by making contact.



Actual game screen: North Shore is a fictional practice station.

Listen to a character, echo its pattern, then read an incoming message and send a reply. The first link begins with E, T and M. Eleven lessons introduce all 26 letters and 10 numbers.

A correct outgoing message opens the next station link. There is no countdown or speed requirement to progress. Replay lessons, practice familiar messages, or use Explore all lessons; opening a lesson alone earns no completion.

Free browser play

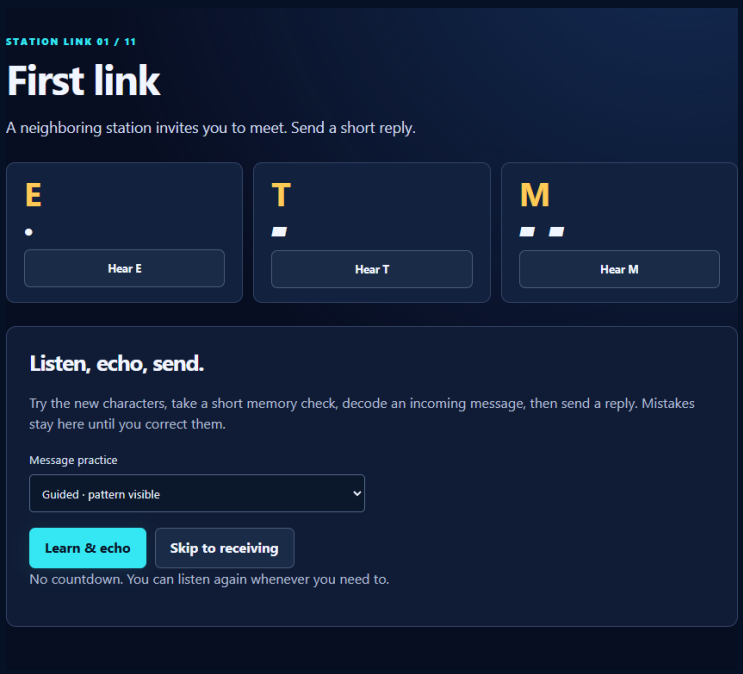
Keyboard, mouse and touch controls. The game synthesizes its own tones and needs no microphone, account or radio equipment.

Local practice only. Signal Stage sends no radio signal, certifies no operator and does not replace emergency services, radio training or a household communication plan.

Your first connection

Start Signal Stage from its browser game page. After the Truckfish startup screen, choose an Operator or enter an optional name. Returning profiles go straight to Stations.

The game needs no installation or game account. The startup screen closes after a short pause; Continue skips it. No lesson runs underneath it.



First link introduces E (dot), T (dash) and M (dash dash). Choose the message mode before starting.

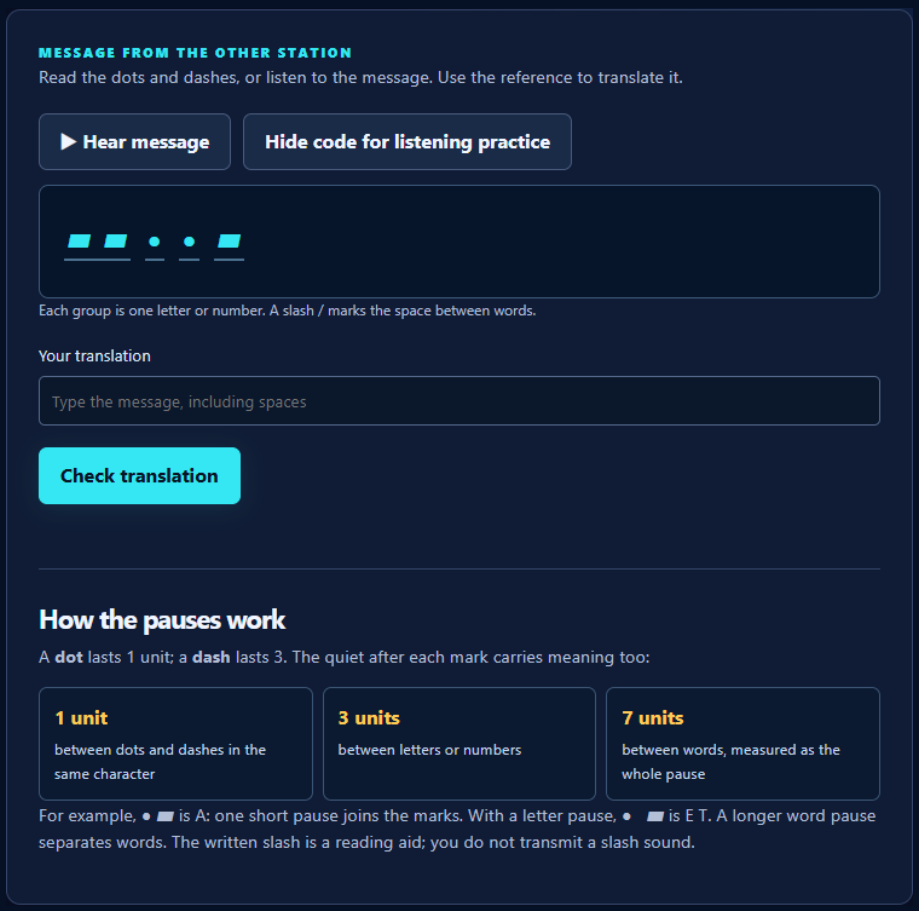
Begin with Guided

1. Select Start learning, then Learn & echo. Hear and send each new character. Finish character checks your complete pattern.
2. Try the short memory check. If a pattern is wrong, correct it before moving on. Skip to receiving can bypass these drills.
3. Translate the incoming message. Receiving remains required when starting a message, even if you skipped the drills.
4. Send the outgoing reply. For the first lesson, enter MEET ME. A complete, correct message earns Message sent and opens the next link.

Use Continue on Stations to restore an unfinished saved practice. Settings and Codebook are available from the top menu.

Read the other station

Each group of marks is one letter or number. Translate the complete message, including spaces, then select Check translation. The game ignores letter case and extra whitespace; word boundaries still matter.



The receiving panel combines written code, a listening button and a translation field.

The first incoming message is **MEET**:

`-- . . -`

M is two dashes.
E is one dot.
T is one dash.

The adjacent cheat sheet has all 36 characters. Select a character to hear it. On narrow screens, the reference follows the exercise.

Listen without the written pattern

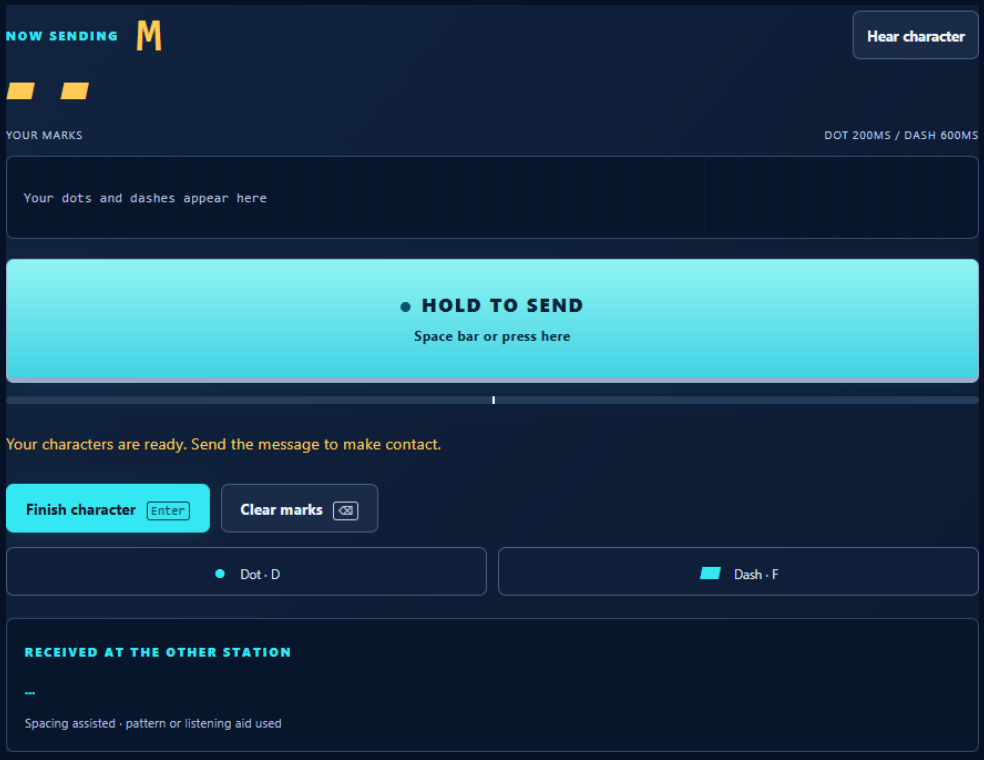
Select Hear message to replay it. Hide code for listening practice removes the written marks; Show written code brings them back. Use the full reference on page 6 whenever you need it.

Keep the words separate

A written slash / marks a word boundary. For example, `-- . / . -` reads ME ET. The slash is a reading aid, not a transmitted sound. Listen for the longer quiet between words.

A wrong translation stays here so you can try again.

At the key



Guided sending: the amber target is M. Enter two dashes, then Finish character.

Control	Action
Space or hold key	Press and release for each mark. Use a short hold for a dot and a longer hold for a dash. Touch and mouse work on HOLD TO SEND.
D / F	Add a dot / dash with the keyboard or the on-screen buttons. Available in Guided and Recall.
Enter	Finish character in assisted modes when the game or key has focus. You can always select the on-screen button.
Backspace	Clear the current marks. In Continuous, Retry message clears the whole attempt.

Guided and Recall assist spacing and do not grade timing. A wrong pattern shows what you sent and asks for that character again. Tab moves between controls; Enter activates a focused button. Text fields retain normal typing.

Patterns, memory, rhythm

Message mode	What changes
Guided	The current pattern is visible when Show patterns in Guided is on. Hear the character and copy it. Finish character checks the marks; spacing is assisted.
Recall	The pattern starts hidden. Recall it from the target letter. Hear or Show pattern can help, but that message no longer earns From memory. Spacing stays assisted.
Continuous	Hold the key for the whole message with real pauses. The receiver decodes your marks and spaces. Select Check transmission at the end. An incorrect message or spacing cannot complete.

One unit is one dot

The default unit is 200 milliseconds. A dot lasts 1 unit; a dash lasts 3. Settings adjusts the dot from 100 to 400 ms. These nominal pauses are the whole quiet interval, not extra time added after a smaller gap.

DOT	DASH	INSIDE	CHARACTER	WORD
1 unit	3 units	1 unit	3 units	7 units
200 ms	600 ms	200 ms	600 ms	1,400 ms

A is . - with 1 unit between marks. E T uses the same dot and dash separated by 3 units. Separate words with 7 units of silence.

Continuous practice rules

A hold below 2 units becomes a dot; 2 or more becomes a dash. At the next press, a gap below 2 units joins marks, 2 to below 5 ends a character, and 5 or more inserts a word space. The game does not invent spaces from the target.

Clean send also checks these game windows: dot and inside gap 0.5-1.6 units; dash 2.2-4; character gap 2.2-4.5; word gap 5.5-10. Initial and final silence are ungraded. A very long dash may decode correctly but miss Clean send.

Relaxed automatic completion is an optional assisted aid. It waits at least 1.2 seconds, or six units at slower settings; it does not teach standard Morse spacing. Manual completion is the default.

Letters and numbers

Read each row left to right. A dot is short; a dash is three dot units. Keep 1 unit between marks inside the same character.

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 --..	0 -----	1 .----	2 ..---	3 ...--
4 ....-	5	6 -....	7 --...	8 ---..	9 ----.

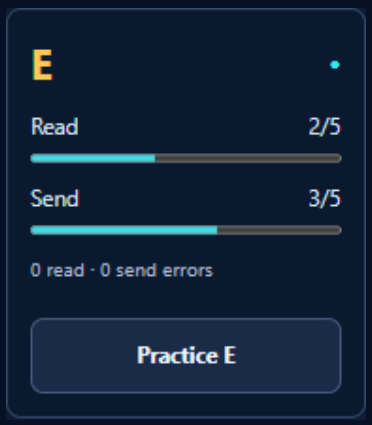
Listen in the game

Open Codebook to hear individual characters. The receiving cheat sheet has the same complete alphabet and number map. Opening Codebook during a sending run records a hint for that attempt.

Character map and nominal timing: ITU-R M.1677-1, Annex 1, Part I. Punctuation and procedural signals are outside this game's lessons.

ITU International Morse recommendation

Progress that stays local



Two bars for every character

Read and Send each track up to five correct instances in a row. A wrong character that the game can identify resets its corresponding streak. Error totals remain cumulative. Hints, repeats and targeted exercises count. Full bars are practice milestones, not mastery tests.

Actual E card after reading MEET and sending MEET ME: 2/5 Read, 3/5 Send. Each occurrence counts.

Use Show to filter All characters, Keep practicing or Both bars full. Show all 36 characters expands the list. Practice beside a character starts a guided read-then-send exercise for it.

Three stamps per lesson

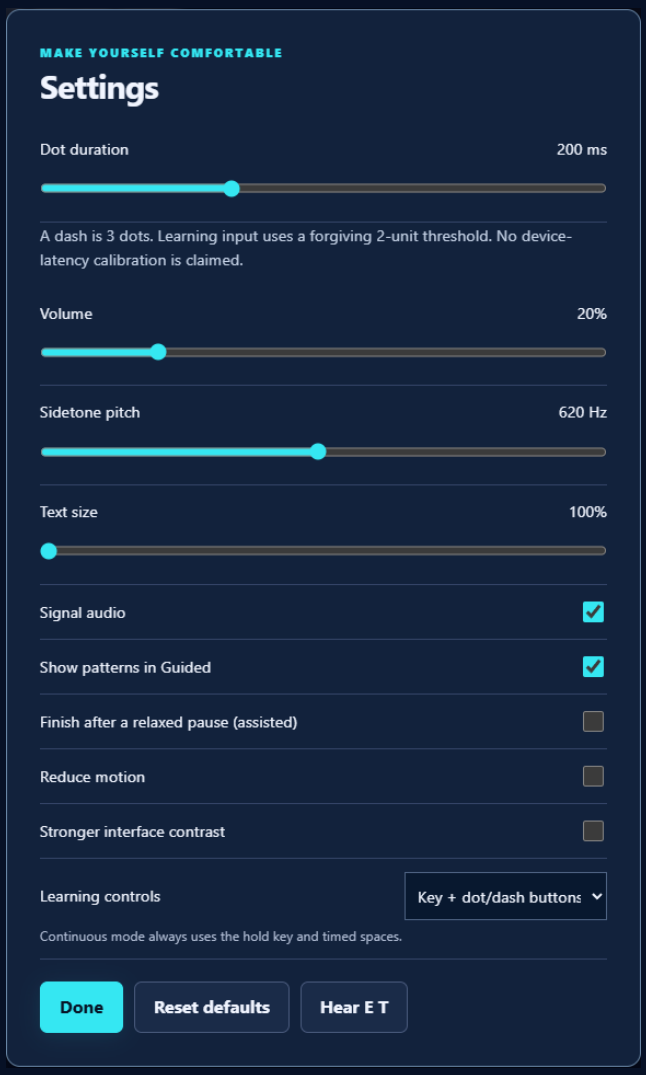
Message sent	Complete the exact outgoing message in any mode. This opens the next station link.
From memory	Complete Recall or Continuous without listening, revealing the pattern or using the reference during that message.
Clean send	Complete exact Continuous content with marks and spaces inside the game windows, without aids or interruption. Use Retry message for a fresh attempt.

Operators and saving

Select your operator name on Stations to create or switch local profiles. Each keeps its own route, counters and saved practice. Accepted characters, completed lessons, settings and navigation save automatically. During play, F5 saves a stable boundary and F9 restores it.

Continue restores accepted characters; an unfinished character starts fresh. Continuous restarts the message after a save. Saves belong to this browser profile and origin: another browser, device, site address or local-file location may have a separate save. Clearing site data or using private browsing can lose it. If storage is unavailable, the visible notice says progress lasts only for this session.

Make practice comfortable



Actual Settings panel. Audio and hardware latency have not been calibrated.

Settings applies and saves changes immediately. Reset defaults takes effect immediately too.

Sound and pace

Set dot duration, volume and sidetone pitch. Signal audio mutes or enables the tones. Hear E T tests the current sound settings.

Reading and input

Text size ranges from 100% to 140%. Reduce motion and Stronger interface contrast change presentation. Learning controls chooses the hold key, dot/dash buttons or both; Continuous always uses the hold key.

Start with a comfortable dot duration and finish whole characters. Practice with the reference, then try Recall. Use Continuous when you want to work on pauses.

If something interrupts you

Esc pauses; Q exits to a stopped card with Return to stations. Leaving the tab or losing focus stops unfinished input and sound. An interrupted Continuous run can still finish as practice; Retry message starts a fresh timing attempt. If sound is silent, check Signal audio, volume and your device's output. No microphone is needed.

Game and catalogue

truckfishgames.com/games/signal-stage/

truckfishgames.com/

Keep this free reference beside the game while you practice.