Signal Studio

One person sees the plan. One person builds it.



A complete free starter

2 per pair · adults · 6 construction blueprints

Included expansion for Off the Clock.

One purchase includes the main game and this expansion. A host can also download during an active All Access membership. No paid guest seats.
Scissors only for the marked piece sheets; ask an adult to cut for children.

Set up, then play.

The builder takes the blank studio board and four cut-out pieces A, B, C and D. The caller takes only the chosen blueprint page. Keep that page hidden from the builder. The caller describes how to place all four pieces inside the board; the builder can ask questions and rotate pieces, but cannot flip them. No overlaps or gaps are allowed. When you agree the build is ready, reveal the blueprint and compare every labeled square. Switch roles after a build. Start without a timer. For an optional harder round, describe relative positions without row or column names. This is a social game, not a test of workplace ability.

What to print

The piece sheet, board and one challenge at a time. Use A4 or US Letter to match your paper. Select Actual size / 100%, single-sided. Print one copy per team. Low-ink editions have the same puzzles and labels.

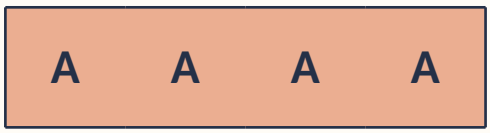
Make it comfortable

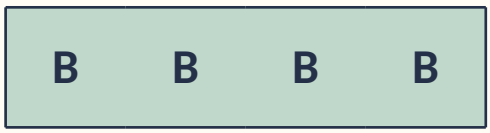
No timer is required. Read aloud if that helps, increase print scale for larger paper, or share the cutting and drawing. Pause between missions. There is no penalty for a hint. Color is decorative: letters, numbers and line patterns carry the rules.

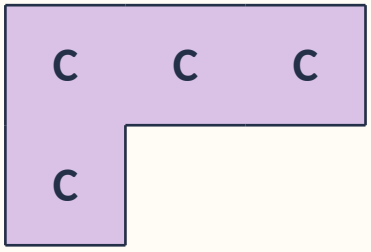
Use the separate host answer file after you finish. It contains full solutions. The host can play by leaving that file closed. This starter includes its answer on the final page.

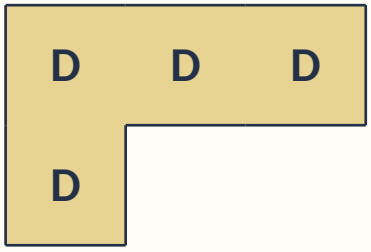
Your playing pieces

Print at actual size. Cut along the outside borders. Keep this sheet for every challenge.





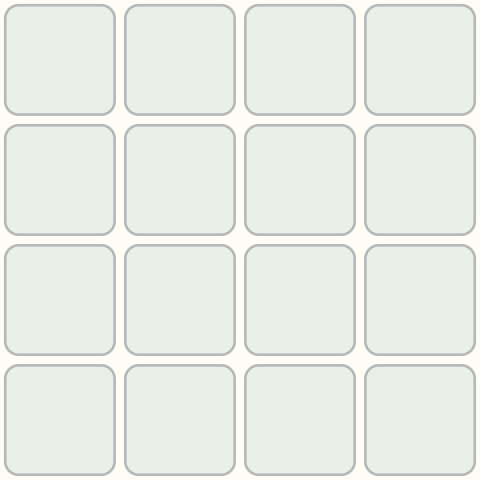




Cut only the outer outline of each labeled piece. Keep its four squares joined. Rotate pieces; do not turn them over. A and B are straight pieces; C and D are L pieces.

The studio board

Builder: keep this board and the four cut-out pieces. The caller keeps the blueprint.



Each piece must remain whole. Fill all sixteen squares with no gaps or overlaps.

Blueprint 1 · caller only

Keep this page hidden. Describe it; your partner builds it.

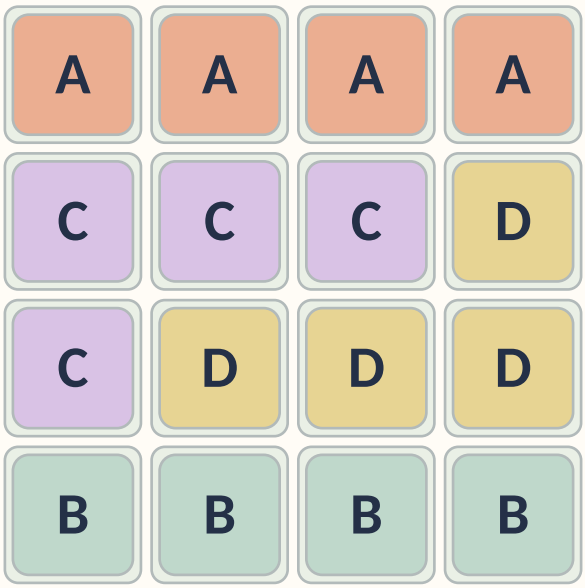


The builder may rotate a piece but must keep it whole and face up. Use whatever directions help: top, bottom, left, right, row and column are all allowed in the standard game. Reveal only when both people agree.

Optional second round: put the same blueprint away, switch roles and try without row or column numbers. There is no time limit or performance score.

Challenge 1 · answer

Host page. Keep separate until the players finish.



Every labeled cell must match. Pieces may rotate but cannot flip. Check A and B first, then the two L pieces. All four printed pieces fit exactly, without overlap or empty squares.