



Deskjob Strategy

The strategy game in a Sticker box

All gameplay rules, language, artwork, and tactical chaos are © Alberto Di Lorenzo 2025.

Play hard. Have fun. Steal your own ideas.

Objective

Outmaneuver, and eliminate the opposing squad using strategy, movement, and quick-fire duels.

Set Up

- Each player chooses a team:
- Deploy 4 soldiers per player at the opposite side of the desk in an area by the dimension of a laptop.
- Use objects (books, pencils, keyboards, mugs, snacks, etc.) to build obstacles and cover on the battlefield. Improvised terrain (a messy desk) is highly recommended.

Turns

- Players alternate turns.
- On your turn, you may:
 - Move 1 soldier
 - And/or attack, if in range

You can't move the same soldier two turns in a row, unless all others have already moved at least once.

Movement

- A soldier may move up to one hand span per turn.
- Use one player's hand as the standard measurement (if your hands are very different)
- Soldiers may go around obstacles, not through them.
- Soldiers may climb only over obstacles shorter than their height.

Attack

- Soldiers may attack if an enemy is within one hand span.
- Resolve attacks with Rock, Paper, Scissors (RPS):
- Win: eliminate the enemy
- Lose: nothing happens
- If the enemy is behind cover, attacker must win two consecutive rounds of RPS

Victory

The game ends when one player eliminates all enemy soldiers.
(if not using some special rules)

Special Rules (Chaos Pack)

- 🚗 UBER: Instead of elimination, win by reaching a marked point with 2 soldiers.
- 🎰 INSERT COIN: Replace RPS with coin toss. Heads = Hit.
- 🗺️ GOOGLE MAPS: Some zones (mark it with napkins, printer papers, etc...) slow movement to half a span.
- 💋 TINDER: Every turn, you must move toward an enemy.

Bonus

- If ypu loose you make as many burpees / push ups / chin ups as minutes of game play.