Manmonkai

BIDDING CHEAT SHEET

Resolve declared aloud. Wants, tools, consequences sealed. Reveal at once. Roll. Resolve pair by pair. TINY DYNASTY

1) The Bid

One round, one roll. Bid once, lock it.

SEVEN PHASES

1. **Framing.** GM sets base stake, modifiers, participants. Ambush rolled now if any.
2. **Pairing.** Players form even pairs. Players choose resolution order.
3. **Bidding.** Resolve declared openly. Wants, tools, consequences sealed and simultaneous.
4. **Rolling.** d10s = attribute, 0s explode, keep up to skill. All roll at once.
5. **Resolution.** Winner spends successes; loser levies accepted consequences; winner buys off or accepts.
6. **Pool.** Later pairs may draw from common pool (1 success → +4), before comparison.
7. **Overall.** Higher pool wins base stake. All levied consequences stand. Narrate together.

Pre-conflict yield ends the encounter with no roll. Once any bid is assembled, yielding becomes Posturing.

THE BID EQUATION

Roll + Resolve + Tools + Consequence − Wants = Result

TERM	SOURCE
Roll	d10 pool kept to skill, sum of kept dice.
Resolve	−2 / +0 / +1 / +2 by declaration.
Tools	Equipment, powers, consumables. Stack.
Consequence	One accepted per bid: +2 / +3 / +5.
Wants	Stacking negatives: −2 / −3 / −5.

Winner: 1 success + 1 per full 10 of margin. Spend on extra wants, buy-off, or pool.

2) Resolve & Tier Pricing

Resolve is open. Tier pricing is symmetric.

RESOLVE DECLARATION

Locked at bid.

LEVEL	MOD	MAX CONSEQUENCE	BREAK AT
Posturing	−2	none	any
Guarded	+0	one Minor	Standard+
Committed	+1	one Minor or Standard	Major
Unyielding	+2	one of any tier	never

Posturing = "I don't want this." Guarded = "I'll live to fight again." Committed = "I'll bleed for it." Unyielding = "One of us is not walking away."

WANT & CONSEQUENCE TIERS

TIER	WANT	CONS.	BUY-OFF
Minor	−2 pre / 1 succ post	+2	1 success
Standard	−3 pre / 2 succ post	+3	2 successes
Major	−5 pre / 3 succ post	+5	3 successes

Wants stack with no cap; math self-limits. One accepted consequence per bid (max). Buy-off is all-or-nothing and only the pair winner has successes to spend.

3) Wants & Accepted Consequences

No wants = no harm. Kill requires intent. Oaths cannot be forced.

COMBAT WANTS

winner takes

Minor (−2)	Wound. Displace. Frighten. Protect Self. Seize Object.
Standard (−3)	Serious Wound. Disarm. Capture. Display. Shield Another.
Major (−5)	Maim. Kill. Rout. Unscathed.

COMBAT ACCEPTED CONSEQUENCES

loser levies

Minor (+2)	Accept Wound. Accept Displacement. Accept Exhaustion.
Standard (+3)	Accept Serious Wound. Accept Disarm. Accept Capture*.
Major (+5)	Accept Death. Accept Maim.

**Accept Capture can only be levied if the accepter loses.*

SOCIAL WANTS

same equation, face zones

Minor (−2)	Fluster. Extract Detail. Shift Impression. Maintain Face. Establish Fact.
Standard (−3)	Humiliate. Force Concession. Extract Secret. Undermine Authority. Shield Another.
Major (−5)	Disgrace. Silence. Untouchable.

SOCIAL ACCEPTED CONSEQUENCES

Minor (+2)	Accept Embarrassment. Accept Exposure.
Standard (+3)	Accept Humiliation. Accept Concession. Accept Secret Revealed.
Major (+5)	Accept Disgrace. Accept Oath*.

**Accept Oath is spiritually thin (coercion is not sincerity). Force Concession, Humiliate, Disgrace, Silence are the real social ceilings.*

4) Breaking, Press & Quick Reference

BREAKING

A loser yields when a want or levied consequence sits **at or above their break threshold**. Yield form (Flee or Surrender) is set in Framing.

Below threshold	lands normally
At/above	negated by yield
Lethal auto-Wound	**always lands**

PRESS

force the threshold to land

VS	COST	MAX TIER LANDED
Posturing	1 succ	Minor
Guarded	2 succ	Standard
Committed	3 succ	Major
Unyielding	—	no break

Press downgrades over-threshold effects to the threshold tier; it cannot push above. Wasted want penalties still apply.

OUTNUMBERED (1 V N)

Solo fighter rolls once, compared to each opponent separately.

MATCH	SOLO	EACH FOE
1v2	20 / succ	10 / succ
1v3	30 / succ	10 / succ
1v4	40 / succ	10 / succ

AMBUSH

Stealth+Agility *or* Tactics+Wits opposed by Awareness+Perception. Winner ambushers gain +3 to the conflict roll; the ambushed cannot pre-bid wants.

POOL

1 pool success → +4 to a later pair's roll. Spent *before* comparison; never retroactive.

TIE-BREAK

PC vs NPC	PC wins
PC vs PC	Higher Gi+Jin+Rei+Yū+Mu
Tied both	Draw, no base stake

BOTCH

All kept dice show natural 1. No reroll. Always relevant: bidder still pays want costs even if the roll botches.

References: Chapter 5 Conflict Resolution, Chapter 6 Wants, Consequences & Resolve.