



# GUILD

Unlock new levels of play with our decentralized protocol for sharing  
gaming on Starknet

# Introduction

## What happened to Peer to Peer?

Guildly is a decentralized protocol that allows for the management of shared accounts and the sharing of NFT assets in Web 3.0 games.

Our goal is to make it easy for players to join and participate in guilds, and to facilitate the sharing and use of NFT assets in a fair and transparent manner.





# Problem Statement



Current guilds are profit focused DAOs monopolising the NFT lending market.



This is bad practice and leads to:

- Expensive Scholarship Fees
- Poor Accesibility
- Lack of Transparency
- Need for Collateral



# Our Solution

A decentralized guild framework.

Bridging to L2 and beyond.

Protocol to incentivise  
competition,  
development and  
growth.









Permissionless systems  
with income streams for  
all involved.



Exponential growth in  
game adoption.  
(Up to 100x+)

# Competitors

Project	Network	Structure	Scholars	Utilization <small>(Scholars/Discord Members)</small>	Fees	GaaS <small>(Guild as a Service)</small>	Permissionless	Games
	ETH	DAO Lending	25,000 +	25%	30%	✗	✗	30 + <small>(Axie Infinity, The Sandbox, Vulcan Verse...)</small>
	Multichain	DAO Lending	3,000 +	5%	30%-50%	✓	✗	25 <small>(Axie Infinity, The Sandbox, Cyball...)</small>
	ETH	DAO Lending	3,000 +	10%	30%	✗	✗	30 + <small>(Axie Infinity, Sidus Heroe, Vulcan Verse...)</small>
	ETH	DAO Lending	5,000 +	2%	-	✗	✗	4 <small>(Axie Infinity, Splinterlands, Sipher, The Sandbox)</small>
	ETH	DAO Lending	1,000 +	3%	35%	✗	✗	5 <small>(Axie Infinity, Titan Hunters, Wasted Lands, Cyball,...)</small>
	Starknet	Smart Account	???	100% <small>(Anyone with an account)</small>	1%	✓	✓	∞



# Key Features



## Trustless

The protocol enforces security without compromising accessibility.



## Scalable

There are no limitations that come with managing DAOs or governance disagreements.



## Social

Incentivizes working together to enhance gameplay and increase sociability.

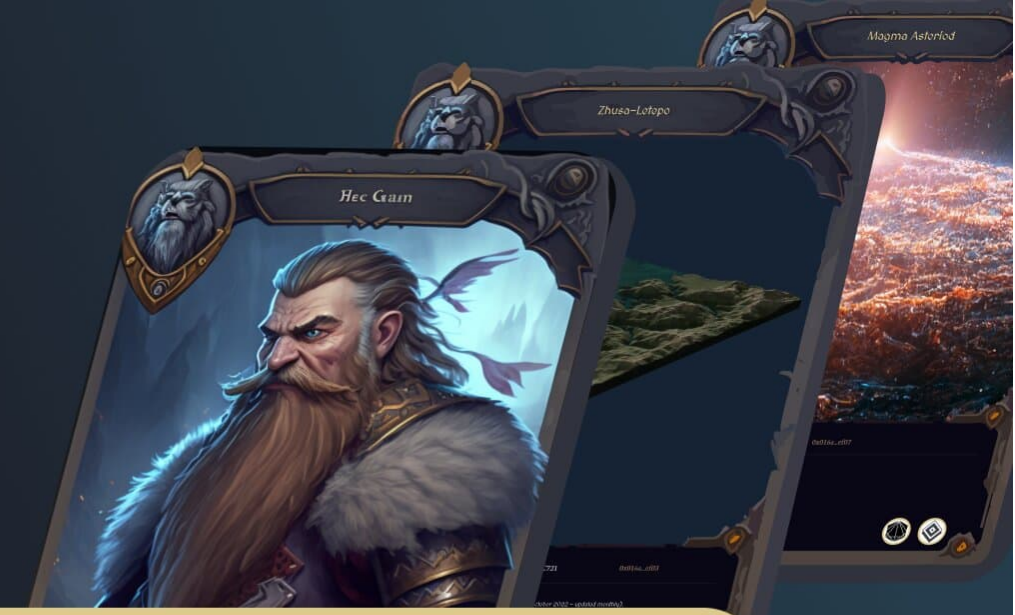


## Permissionless

Anyone can create a guild in a few clicks. From small group of friends to a High Net Worth DAO.



# Use Cases



## NFT Sharing

Game items are shared between everyone in a guild. Depositors remain in custody of the items and permissions dictate the item uses.

No third party risks and collateralization. A significant improvement on the DAO lending model.

## Cooperative Accounts

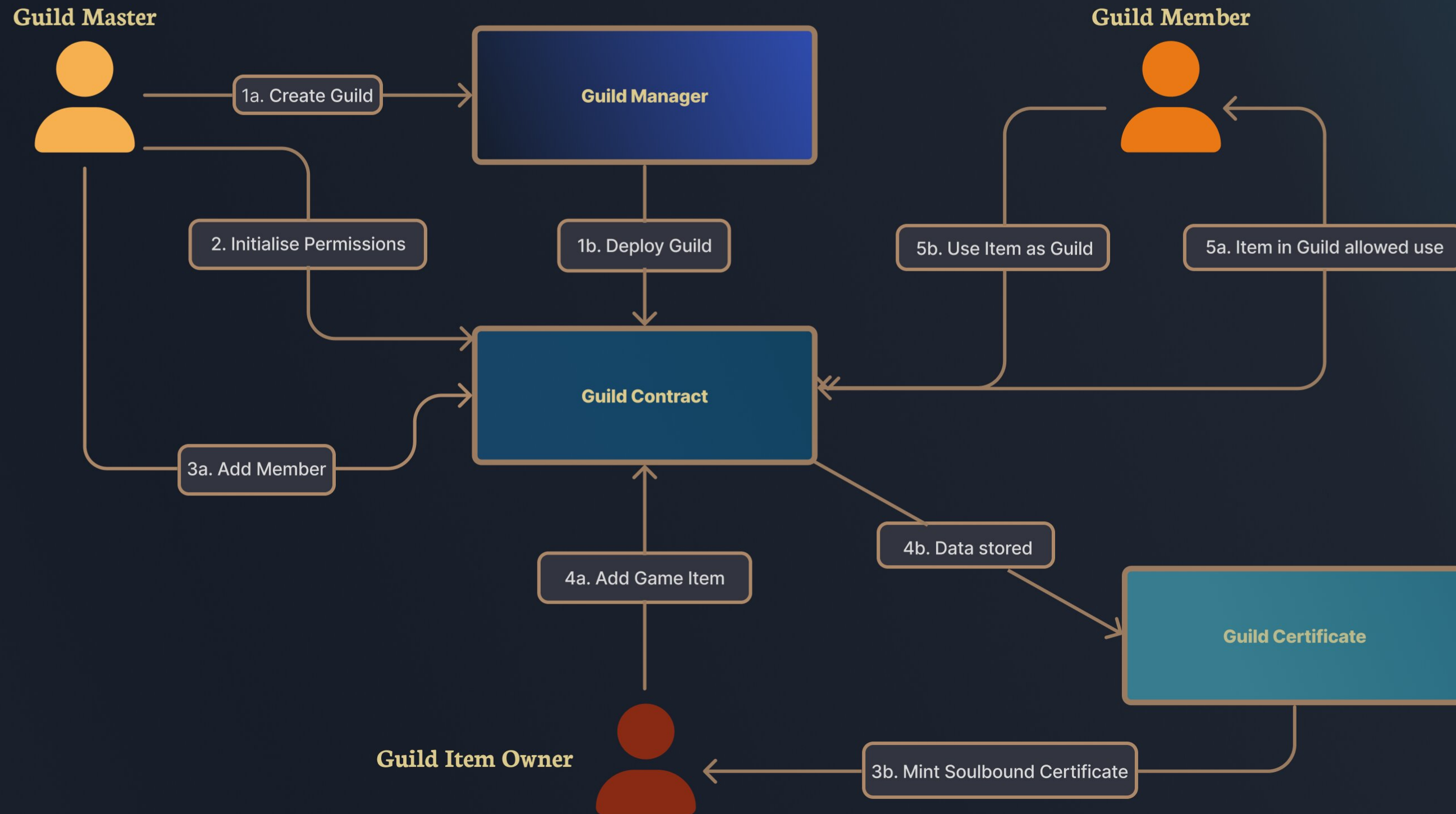
Guilds are shared accounts, allowing multiple users to control them together. This opens opportunities for joint decision making and multiple users to dictate actions.

## Customisable Structures

Guilds are designed in a modular way allowing for guilds to decide on their mechanics.

From implementing fee systems to choosing the governance strategies, anything is possible.

# Architecture





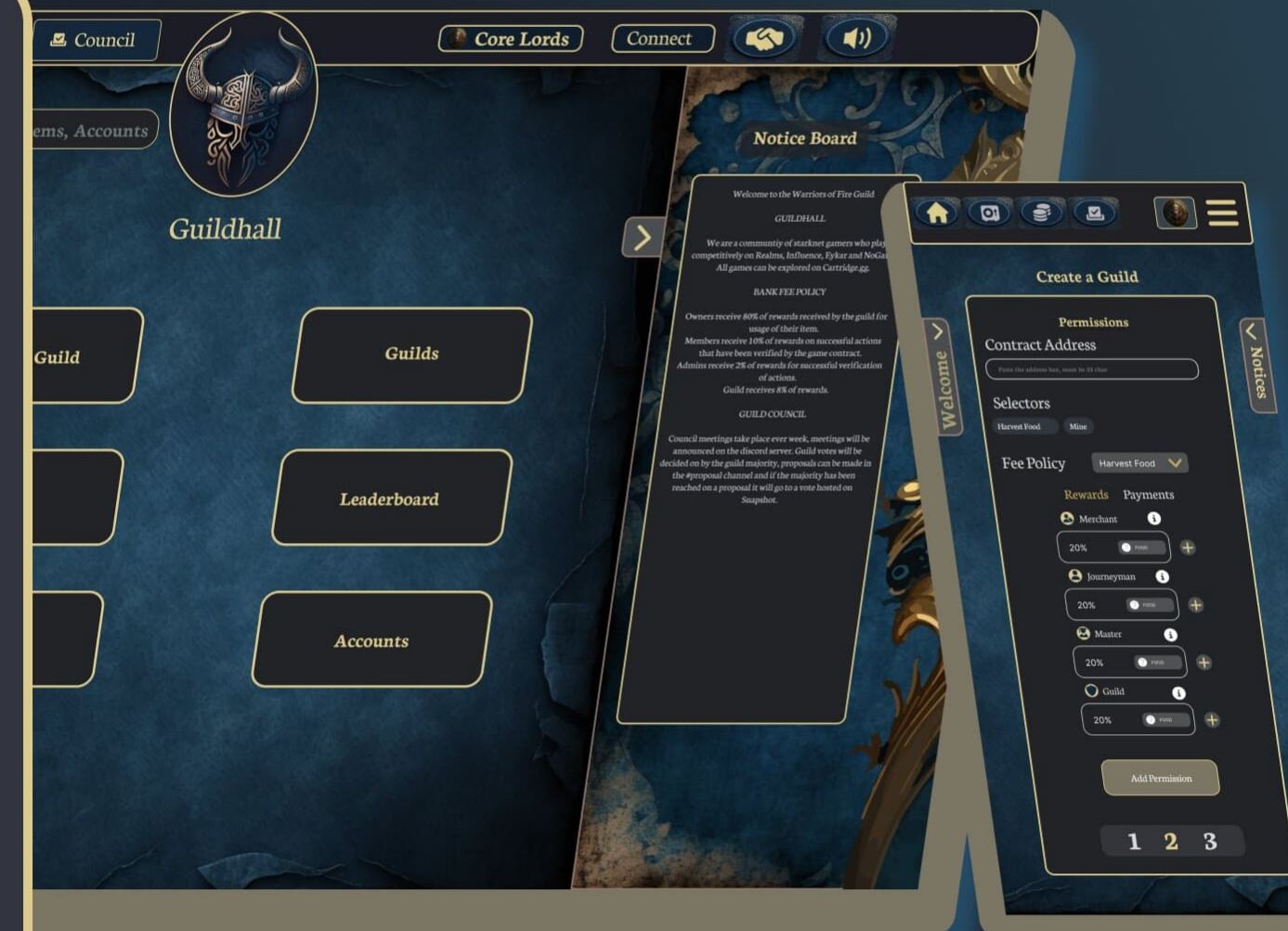
# Application

## Web Application

The UI brings the management and exploration of guilds to life. Inspired by the successful history of guilds in MMORPG's, there is a gaming touch around every corner.

## Guild Plugin

We have a core ambition to make guilds as easy to use as possible. Our web component allows guilds to be easily plugged into games. We calculate the guild actions and display for dapps to support guild mechanics.



# Roadmap






# Team



Starknet Dev

DAO Administrator

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Spaghetti On Toast

DAO Lead Designer

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COMING SOON

GUILDLY.XYZ