

TAVERN


play onchain more





We believe playing together fosters
stronger connections through shared
experiences.

Everything we do, we try to enable and
empower existing communities and their
members.




People want to play games with their friends.

Communities that play together are stronger.

Designing games is not easy.

Building onchain games is not cheap.

Onchain gaming is a \$4.6B+ market

The background is a dark, atmospheric painting of a stone tower. The tower is multi-storied with arched windows, many of which are broken or missing. The stone is weathered and textured. In the foreground, there is a large, messy pile of reddish-brown bricks, some stacked and others scattered. The overall mood is somber and suggests a state of ruin or decay.

Create onchain games by choosing pre-built
gameplay features and stringing them
together with simple transactions.



How does it work?

This is dense! Would love your feedback.



There are 4 Core Concepts:

1. A *Game* is a container for everything
2. *Components* contain gameplay logic
3. *Entities* store data for your game
4. *Flows* chain gameplay logic together



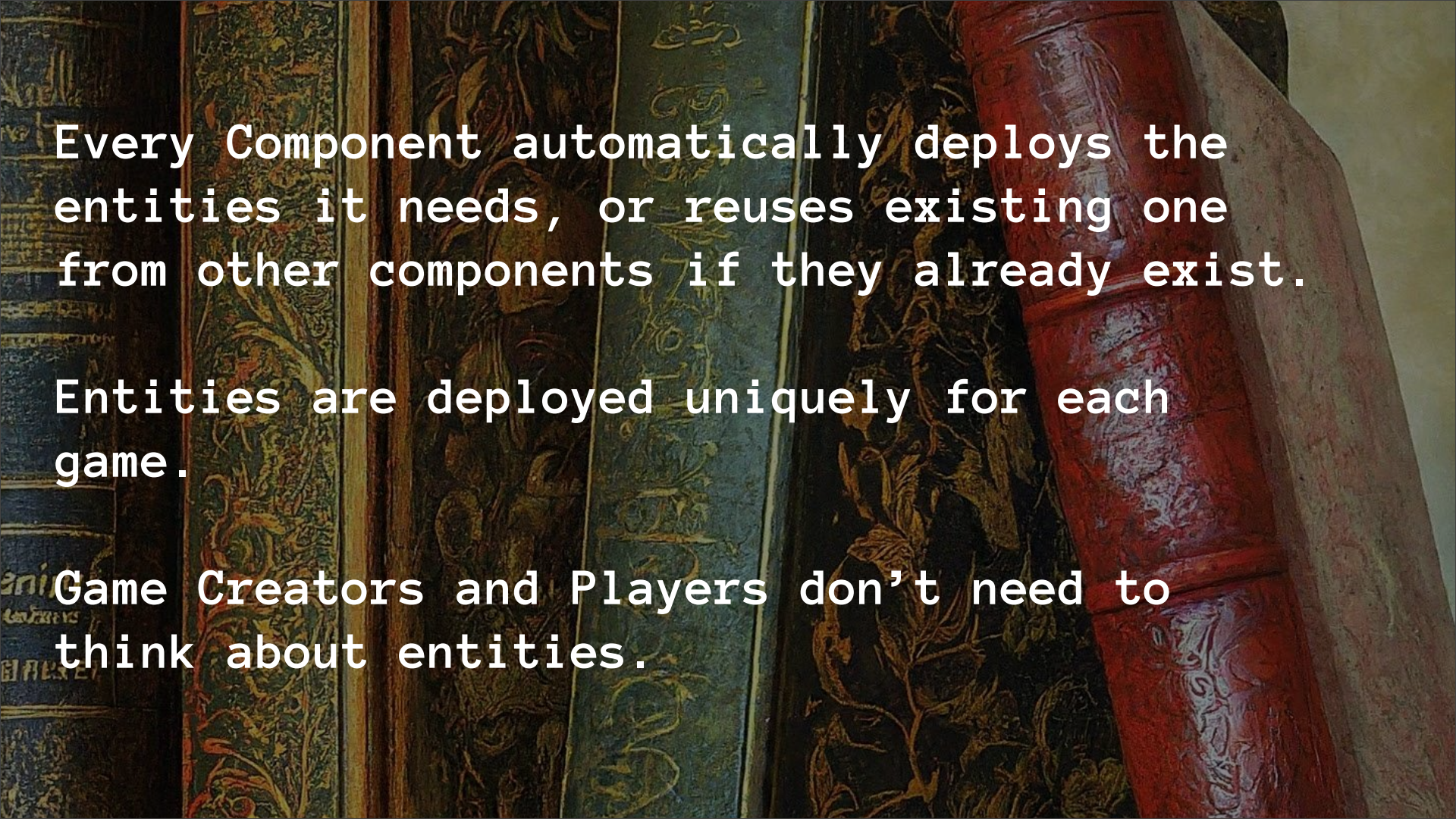
There are 3+ transactions required to create a Game with Tavern.

1. Deploy a Game through the GameFactory
2. Register the Components you want
3. Create the Flows for gameplay



The Component Registry provides pre-built gameplay features.

1. *Players*: MMOSession, QueueSession, HostedSession, etc.
2. *Pieces*: CardDeck, PlayerRoles, CardHand, Tokens, etc.
3. *Interactions*: SimpleInteraction, RoleInteractions, CardInteractions, RockPaperScissorCombat, etc.
4. *Outcomes*: RewardERC20, RewardERC721, Leaderboard, etc.



Every Component automatically deploys the entities it needs, or reuses existing one from other components if they already exist.

Entities are deployed uniquely for each game.

Game Creators and Players don't need to think about entities.

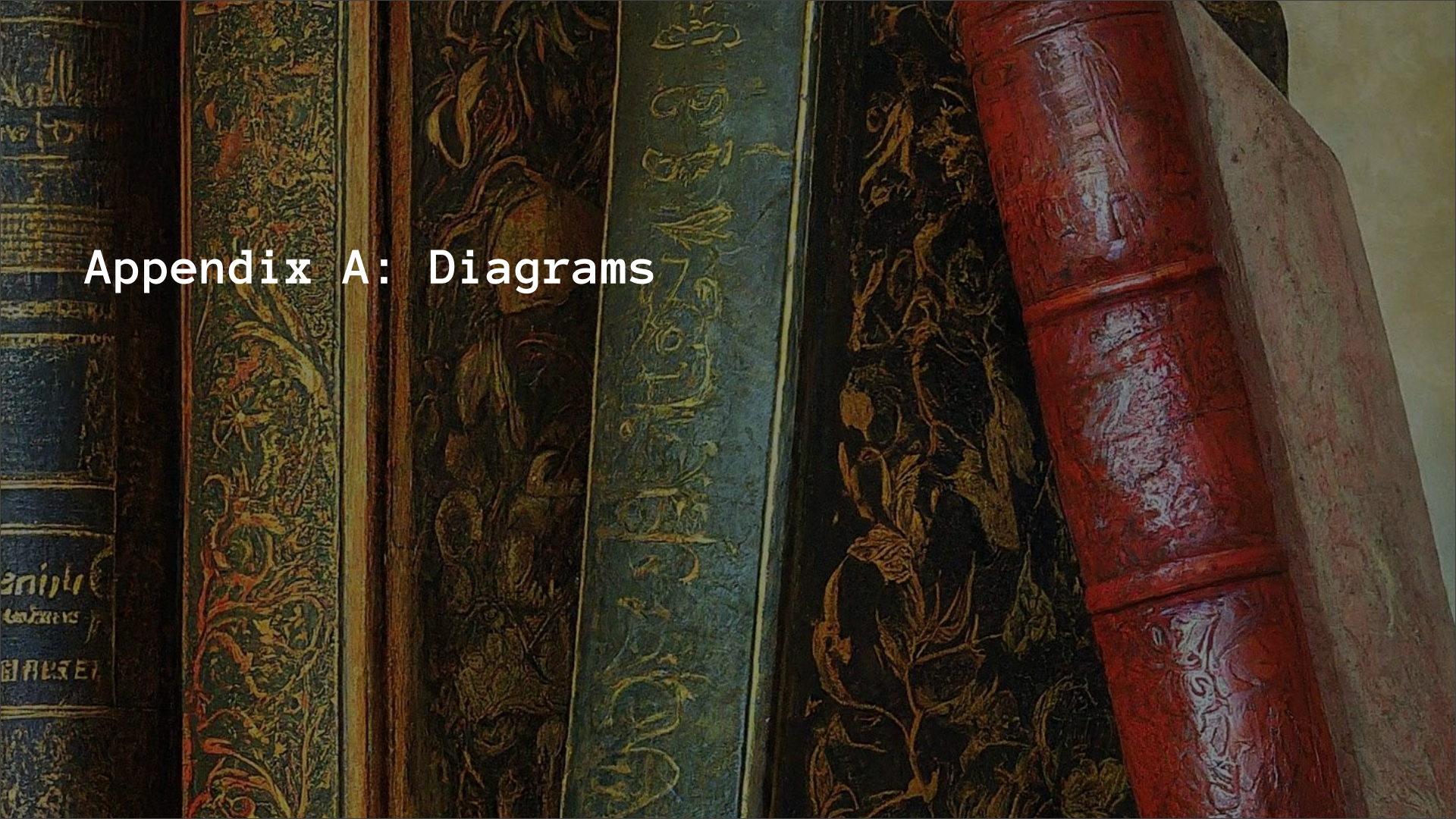


Every Component reports it's Available Functions.

You can submit a Tx to create a Flow, which, when triggered, can call a set of functions across Components in order.

1. PlayRPS: QueueSession.JoinOrWait, RPS.play, Reward.rewardWinner, Reward.rewardTie

Appendix A: Diagrams

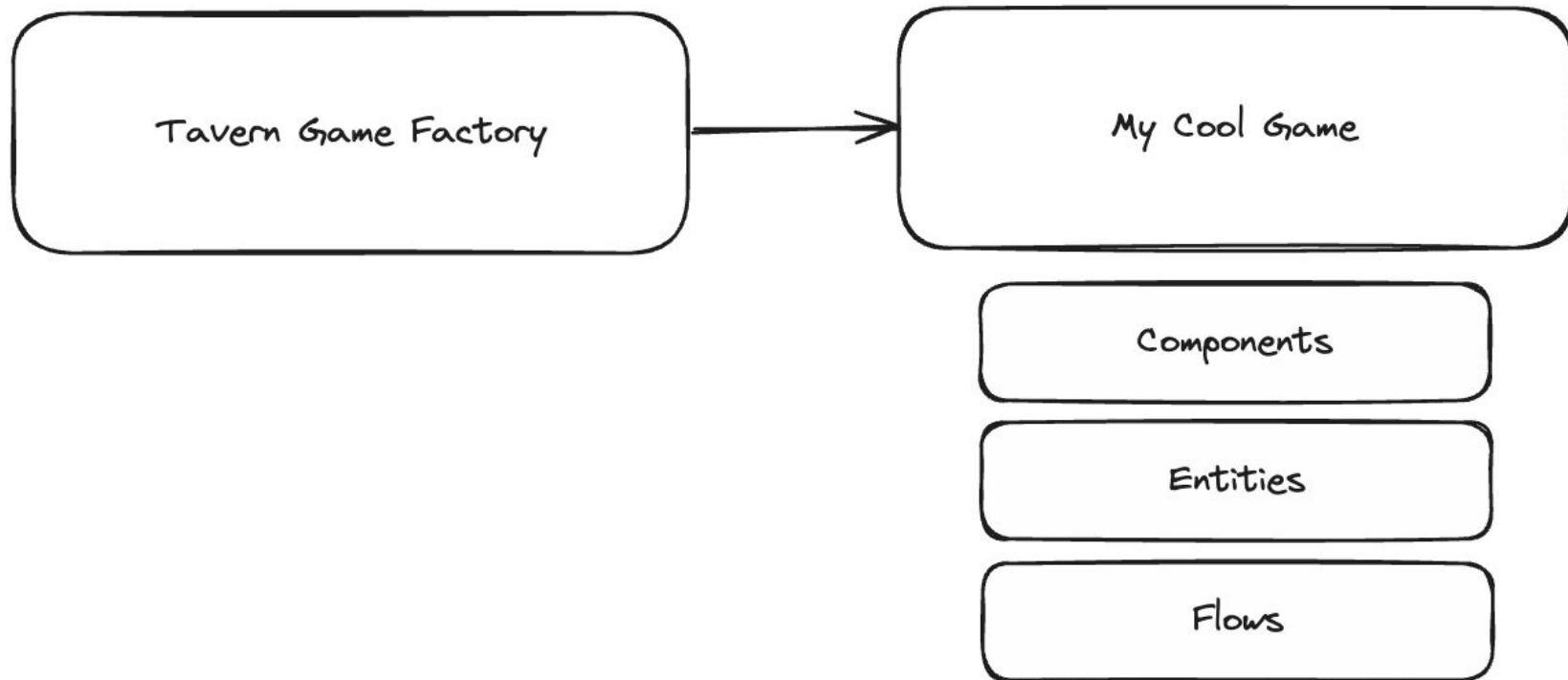


The Tavern Game Factory lets you launch your own game by submitting a transaction. No need to write a contract.

A Game is 3 things.

1. Components for functionality
2. Entities for data
3. Flows for game play

No need to write a contract for these either.



Components are the building blocks of a game.
Components are deployed once and reused.
There is a registry providing access to every available component.
If you want to write your own component, you can.

Component Registry

Time based Activity

Hosted Multiplayer
Session

Player Role

NFT Ownership

MMO Multiplayer
Session

Deck of Cards

Token Rewards

Player Coordinates

Neighbor Interactions

Simple Combat

Rock Paper Scissors

...

Flows

Join

Join MMO
Session



deal Deck of
Cards



set Player
Coordinates

Move

set Player
Coordinates

Duel

interact with
Neighbors



Attack with
Cards



Send Token
Rewards



Update
Leaderboard