

TAVERN

play onchain together



Why?





We believe playing together fosters
stronger connections through shared
experiences.

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



Meanwhile, Designing games is not easy and
building onchain games is not cheap.

Onchain gaming is a \$4.6B+ market

What is Tavern?

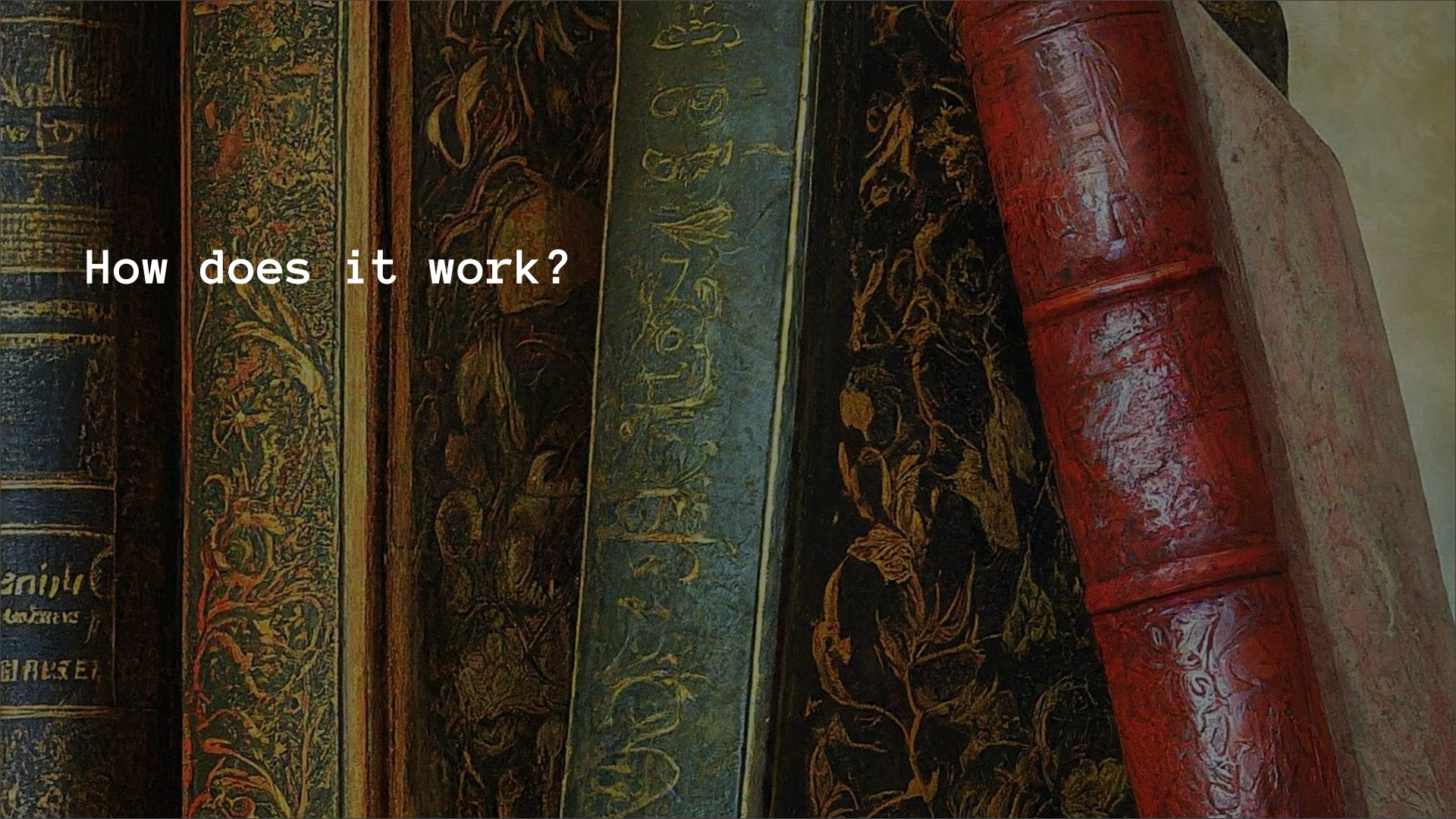


The background is a dark, atmospheric painting. It features a tall, multi-story stone tower that appears to be in a state of ruin or decay. The tower has several windows, some of which are dark and empty, while others show faint interior details. The stone is textured and weathered. In the foreground, there is a large, disorganized pile of reddish-brown bricks or stones, suggesting a construction site or a pile of ruins. The overall color palette is dark, with muted blues, greys, and browns, creating a somber and mysterious mood.

Create onchain games by submitting
transactions with Tavern. No code required.

Choose pre-built gameplay features,
customize them, and string them together

How does it work?





There are 3 Core Concepts:

1. A *Game* is a container for everything
2. *Components* contain gameplay logic
3. *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

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The Web3 space is full of communities. DOAs, Degens, NFT collectors and token holders. Let's bring games to them.

Appendix A: Components





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 reports it's Available Functions as Metadata, including it's available gameplay functions and configuration.

These functions can be combined with a Flow in any order.

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

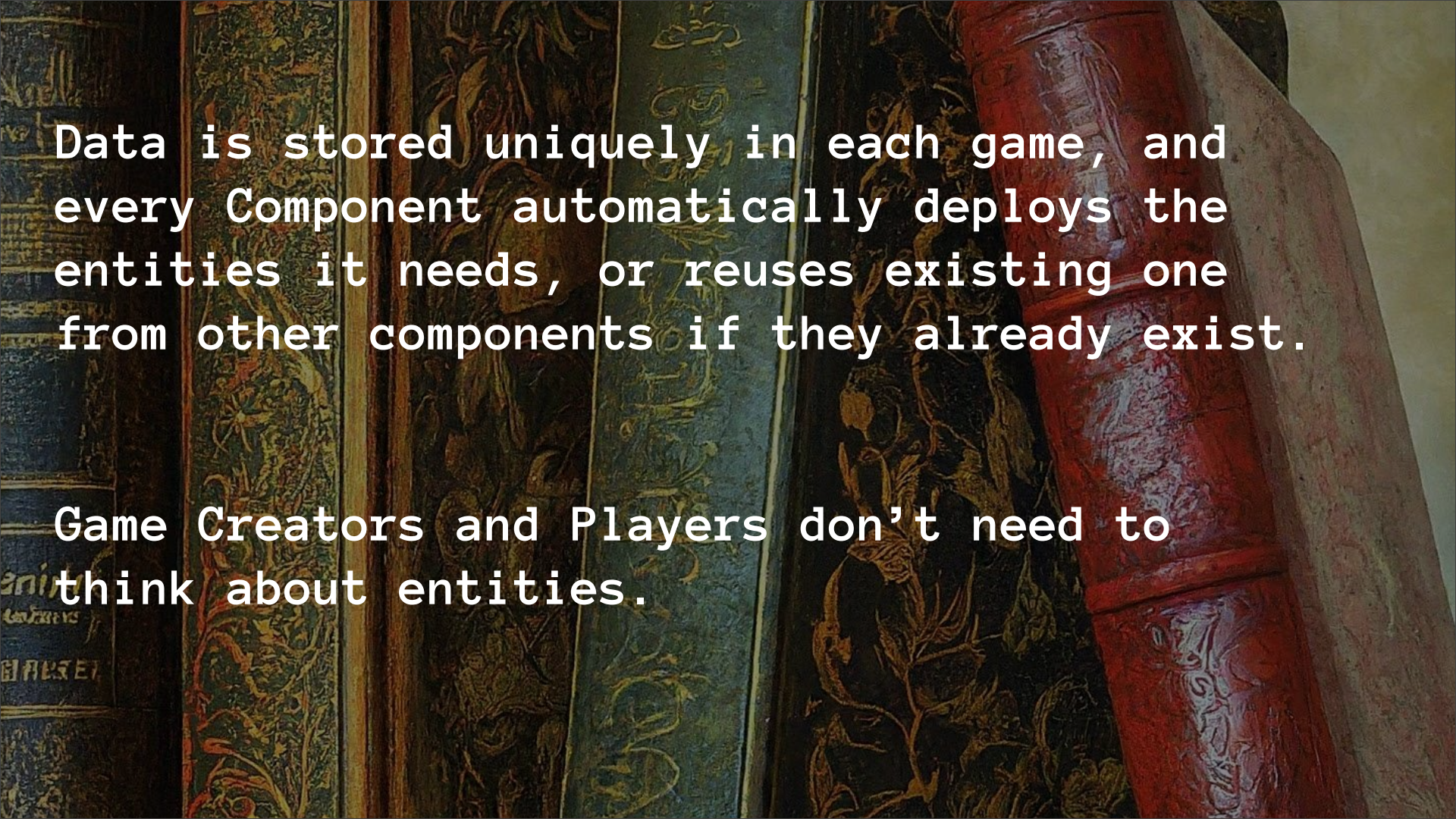
Simple Combat

Rock Paper Scissors

...

Appendix B: Entities





Data is stored uniquely in each game, and every Component automatically deploys the entities it needs, or reuses existing one from other components if they already exist.

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

Appendix C: Game Factory

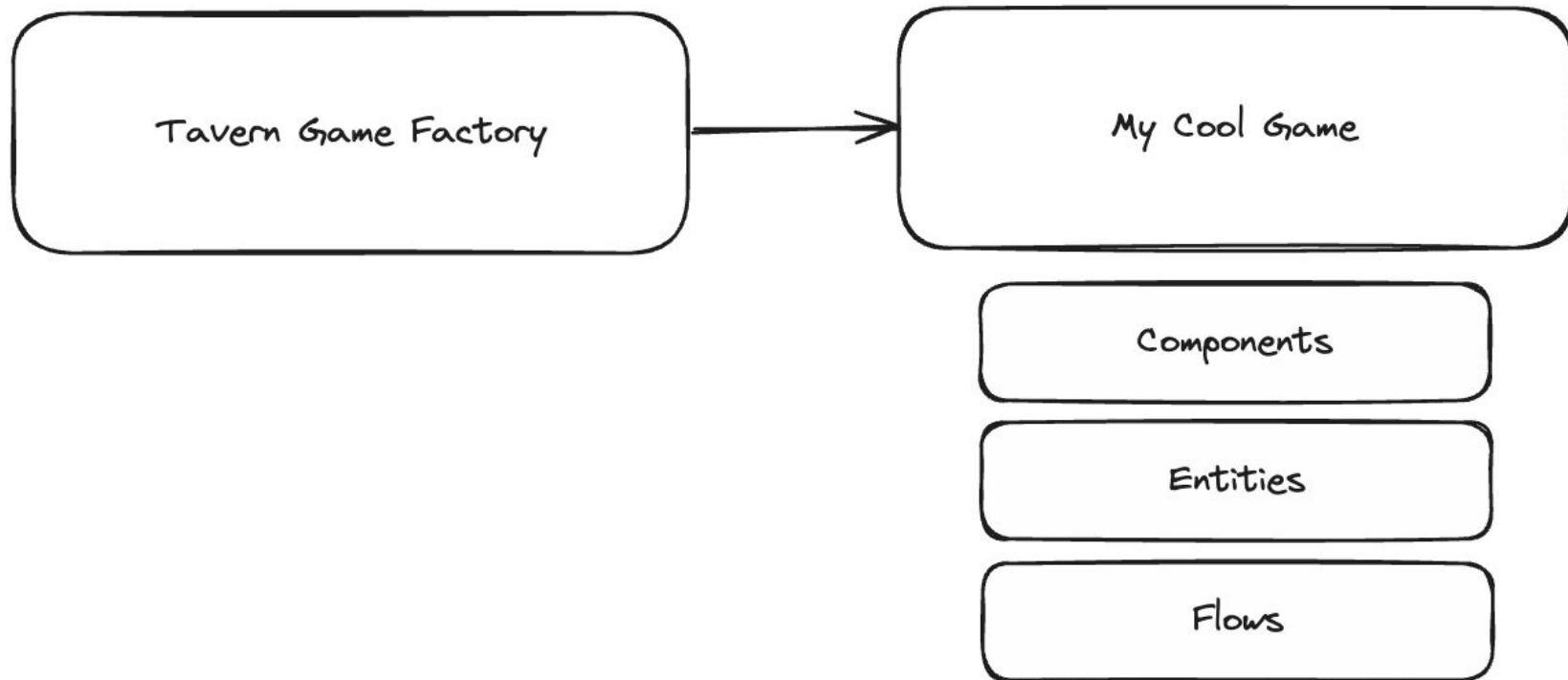


The Tavern Game Factory lets you launch your own game by submitting a transaction. No need to write a contract.

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.



Appendix D: Flows



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