

Heya ARB ! Duck from Taho here

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TL;DR

[Taho](#) is launching our DAO in early 2024 on top of a browser-based map control game. Think: Settlers of Catan, but with gauges. We'll be launching on Arbitrum One.

In Q4 2023, we're doing a closed beta of the game + dapp on testnet with 5 partner DAOs. For obvious reasons, we'd love to welcome Arbitrum DAO!

With this point we're looking for input on the onchain behaviors Arbitrum DAO would like to incentivize in connection with our beta launch.

Background

About Taho

Taho began as a community-owned web3 wallet, incubated by [Thesis](#). Our founding team has previously built Casa, MetaMask, Fold, Thesis, Threshold.

Our current traction:

- 200K+ users have tried Taho
- 150K+ Discord
- 50K MAU
- \$150K+ in Gitcoin grants

Our goals in launching this specific play-to-govern

DAO design are to:

1. Make the web3 user experience less lonely, more fun, and more multiplayer
2. Make it easier for DAOs and web3 projects to engage their communities

DAO & Game Design

The Taho DAO is played, not governed. It's the game of settling a mysterious Island on the Net and battling for emissions.

The Island is subdivided into 24 realms vying with one another.

The guardians of the realms collectively form the Taho Council. They own game parameters, as well as all core DAO functions (grants, treasury management, etc.).

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](<https://global.discourse-cdn.com/standard17/uploads/arbitrum1/original/2X/3/324be66f0734a296fcdb3913d1db2b48fbbc3fae.png>)

How it works

Four times a year (at the end of every Season

), emissions flow to all active realms on the Island, who in turn distribute it to their citizens:

- The largest ones (measured by stake) receive the greatest emissions for their citizens
- Inside each realm, citizens may claim emissions according to the experience points they've earned that season

How to play

- As a Guardian

- you create, grow, and defend your realm. Your goal is to entice users with exciting and profitable quests. Your growth will be blocked by neighboring realms, so you'll need to execute multi-day

raids

against neighbors (and fend off their attacks!), to keep leveling up. Over the course of future seasons, we plan to introduce cross-realm alliance mechanics

as well, encouraging community-to-community collaboration. We expect DAOs, projects, communities, and even social groups to act as Guardians.

- As a Nomad
- realms will compete for your attention. You decide where to become a Citizen and then complete quests to earn experience points. If your host realm is under attack, you can help defend it... or abandon it and sell your experience points on the black market.

Quests

Quests can be made up of any queryable onchain activity, for example:

- Burning funds
- Deploying contracts
- Using specific dapps or protocols
- Holding specific NFTs

Wallet

The Island is your overworld and the Taho wallet is your HUD. Users will track your active quests inside the dapp, as well as the in Taho wallet. Credibly neutral metagame.

Arbitrum DAO Alignment

- Over 50% of Taho users are regular Arbitrum users
- Over 130K Taho users/addresses have bridged funds to Arbitrum
- We're launching our DAO on Arbitrum One, these mechanics just would not be possible from a gas perspective on Mainnet

The Q4 Beta

The goal of our beta is to ensure the game is fun and understandable. And also to get the right projects in at the ground level.

Specifically, we want feedback on:

- UI/UX
- Is this as fun as our playtests tell us it is?
- How can we make this as powerful a tool as possible for DAOs like Arbitrums'

Beta partners

We're inviting just 5 partner DAOs to the beta:

- Each partner gets a spot on the map
- They can invite their communities to participate
- They get the chance to launch incentive experiments (quests)
- They get an early seat at the table for feedback and helping inform overall direction

The Opportunity

There's no cost or time commitment needed for Arbitrum DAO members to evaluate our beta mechanism.

What's needed from Arbitrum DAO:

1. A few onchain behaviors you'd like to incentivize in Q4. We will use these to write quests that beta participants can engage with. (We've included a few ideas below to get the conversation started)
2. Feedback on how we can best invite ~1,000 members of the DAO to participate (our current plan is to share a link here and on Discord for users to sign up using a custom [Deform](#))

Here are our working ideas of onchain behaviors the DAO may want to incentivize:

- Delegating \$ARB
- Completing at least 1 on-chain transactions on Arbitrum per week
- Bridging to Arbitrum One or Arbitrum Nova
- Contract deploys
- Participation in Arbitrum Odyssey?

Some additional suggestions from speaking with DAO members:

1. Voting weighted by vote weight
2. Bridging net wealth to arbitrum
3. Generating fees