RUMBLE KONG LEAGUE

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CONTENT

0. EXECUTIVE SUMMARY

Rumble Kong League is an NFT Collection, consisting of 10,000 unique ERC-721 tokens, following the programmatically generated trends of CryptoPunks, Bored Ape Yacht Club, and various others. Each token has been randomly assembled out of a list of 100+ hand-drawn traits, creating a unique-looking basketball player in the Kong style.

We are combining various popular features from the blockchain, and gaming industry, such as collectibles, social avatars, algorithmic gameplay, play-to-earn functionality, and highly brandable content.

Rumble Kong League is taking these features, combining them with their own vision, and thus creating a next-generation sport-based universe of playable NFTs, backed by digital value.

Disclaimer: This Whitepaper has been written prior to a finalized Game Design Document (GDD) and thus contains sections within, that will be subject to change and can potentially change until game release.

1. INTRODUCTION

The sales volume for non-fungible tokens (NFTs) hit $2.5 billion in the first six months of 2021, up from a total of $13.7 million in all of 2020, Fox News reported in June 2021, citing data from the NFT marketplace OpenSea and other marketplace data.

OpenSea's NFT sales hit a record high in August, with volume reaching almost $125 million, the data shows.

A significant portion of this growth has been driven by the adoption of the popular NFT Collectible project NBA Topshot, as well as Axie Infinity going viral in certain areas of the world, being the first NFT project to hit $1B USD in Revenue. In parallel to their individual success, OpenSea saw an exposition of NFT Collections and their trading volume on their platform, including Cryptons, Bored Ape Yacht Club, World of Women, and many more.

Combining the NFT Gaming and Collectible spaces opens a completely new opportunity.

Introducing Rumble Kong League: A competitive 3v3 basketball game where each NFT avatar is a player on the court.

1.1 A competitive ecosystem

Top Shot has democratized NFTs to the basketball-loving community; we aim to build on that interest around NFTs and the sport by creating the ecosystem we believe in while involving our stakeholders (Kong NFT holders) along the way. Built from the ground up to support a long-term vision, The Rumble Kong League will consist of various elements, which support the overall ecosystem.

Kongs: Acting as actual players, Kongs are the initial entry for anyone wanting to compete inside the Ecosystem. Users can acquire the kongs through a secondary market such as OpenSea or Rarible.

Clubs: Clubs are a collective of Kongs that offers users the possibility to compete in leagues. A Kong needs to be part of a Club to compete in competitive gameplay and for a chance to earn rewards through leagues. A Club owner does not necessarily have to own a Kong but can invite and recruit Kongs to play in their Club, acting as General Manager of his club, managing lineups, play-schedule, sponsors, etc.

Leagues: Leagues will be an MVP feature that acts independently from Kongs and give users the possibility to earn rewards from prize pools or gather experience. Leagues will be the hearth of the Rumble Kong League consisting of various tiers, each with its own rules and clubs.

Training Academies: Performance stats on a Kong are not just a visual trait but have a direct impact on the Kong's performance throughout playable matches. Users will have the ability to improve their Kongs in academies to temporarily improve their boosts (play stats) over a period by sending their Kong to train.

2. WHAT IS A RUMBLE KONG?

Rumble Kongs are ERC-721 NFTs consisting of 100+ hand-drawn traits, programmatically assembled and generated, providing each Kong with a unique look. The 10,000 Rumble Kongs have been revealed to the world in July 2021, and sold out within the first week, generating 2k+ holders. There won't ever be any more genesis Kongs minted.

What makes a Rumble Kong valuable?

Rumble Kong League has been designed with a multi-rarity approach in mind providing for multiple secondary markets. Aside from looking absolutely stunning, Kongs have two key components which have an impact on their potential value, and performance in-game: *Traits & Boosts.*

2.1 Traits

Kongs are assembled from 100+ hand-drawn traits that each have a different level of scarcity, resulting in a different level of rarity of each Kong. After a Kong has been minted, a random set of traits and boosts gets assigned, giving every Kong its own visual identity.

Table *1 - Trait Attribute and Traits amount*

Traits

Rumble Kongs have been generated in two separate generation batches, one for the visual looks of the majority of Kongs (approx. 95%) and another batch with ultra-rare traits for the remaining ones (approx. 5%). This approach is unique to Rumble Kong League, as

other collections generally only have a single generation process, but it was important to us that rare Kongs look and feel *very* rare.

2.2 Boosts

Each Kong has a certain performance in games, which is reflected through its Boosts. Boost values are distributed on a bell curve, each value being randomly assigned on a scale from 1-100%. There are four different types of Boosts, each having a different effect on the gameplay component of Rumble Kong League.
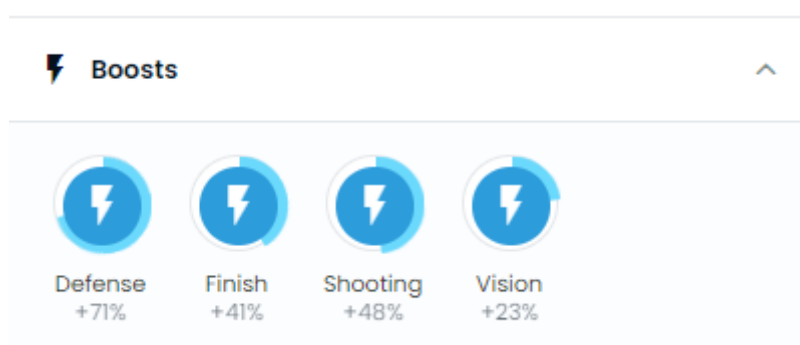
Defense - Determines how well a Kong can defend or block opponents

Finish - How well a Kong can finish up, dunk, or score close points "in the key" of the court

Shooting - Accuracy, and performance of mid-range or three-point-shots

Vision - Passing accuracy and performance in the center of the court, moving the ball

Contrary to popular belief, a low Boost score doesn't imply that a Kong is completely useless in that category, it merely reduces the chance of any action that falls within that category succeeding. Moreover, leagues will ensure that similarly skilled kongs will play against each other.

Kongs will have the ability to improve their stats either permanently through staking mechanics (training academies), or temporarily through consumables. The latter will only improve certain boosts for a limited amount of time.

Visual traits of a Kong don't have any impact on their performance on the court and are meant to be only that - visual traits. That means that having a Kong with closes eyes won't diminish his shooting ability.

When it comes to creating a lineup of players, it is important to understand each starting player's Boosts, their **synergies** with other players, as well as knowing the opponents' team. A well-balanced team, which has synergies with each other will potentially outperform another team, which is focusing only on Shooting across all players.

2.3 Consumables

Consumables can be used to temporarily boost any Kong's stats, for example before playing in an important league game, tournament, or other future potential match types. Consumables will be burned and removed from the inventory after use.

We are very careful when Designing Consumables to avoid pay-to-win behavior, which encourages whales to purchase their way to the top of the league.

2.4 Experience/Leveling

Each Rumble Kong receives experience *(XP)* for playing and performing well in games. Each successful action within a match will have an impact on the experience gain of a Kong at the end of the match.

Experience will be used to fill up a leveling bar, which will increase Kong's level up to reach 100%. Initially, it will be rather quickly to progress through the levels, however, it will require more and more

time as the Kong Level increases. Higher-level Kongs will attract higher value as they may unlock new functionality and features in games such as animations, dances, emotes, catch-phrases, and more. By seeing a Kong play in-game you should recognize whether he's an experienced player or not.

2.5 Kong Names

The 10,000 Kongs have been minted without any naming conventions in mind, giving them only names related to their mint number (Kong #1234, Kong #7162, and so on).

There will be a future mechanism to name your Kong fully on-chain as well as potentially providing a bio/backstory along with it.

2.6 Stamina

Stamina will be a potential attribute introduced, later on, adding an additional level of strategy to the Kong management and making the choice what a Kong's prime purpose is. Between Tournaments, Club matches, Skirmishes, and Training, it will be crucial for a Kong and club holder to keep an eye on the stamina of a given Kong, since he won't be able to perform well in all of the gameplay types constantly.

As a Kong holder, you will have to select priorities for your Kong and find the right balance between improving his stats and performing at a high level. This also means that lower-boost Kongs will have their opportunity to shine in the spotlight, should the rest of the team be exhausted from either too many matches or mismanagement. Who doesn't like an underdog story?!

2.7 Kong Supply

Rumble Kong League was launched with 10,000 Rumble Kong's being minted and released into the wild, however in order to build a viable and long-term product, it is important to increase the supply of available players inside the various Leagues and offer new players the

possibility to enter the space. In order to achieve that, we will enable the following methods, which are meant to increase the interest of the Ecosystem to new users, without devaluing existing OG Kongs:

- External Collection - Ideally any external NFT Avatar project should have the possibility in joining the league, increasing the pool of available players. This means that those tokens can be "imported" into the league and will receive Boosts and performance stats as existing Kongs.
- Rookie Season: in regular intervals, you will have the possibility to scout new players that will be added to the League. Think of it like breeding, but existing Kongs are mentors that will influence the performance of new Rookie Kongs entering.
- Branded Collections: We will keep the option open to offer brands to launch collections inside the Rumble Kong League. The approach here will be like the addition of new NFT Collections, however more tailored to those brands. Think of it as Iron Man or Mickey Mouse joining the League as players.

2.8 External Collections & restrictions

One key component down the line will be the opening of the league to external players, and other NFT collections. We envision a world where Kongs, Apes, Whales, Rats, Humans, and all other beings come together to play the greatest sport in the world: Basketball

One key challenge however when it comes to adding external collection is the risk of devaluing the initial 10,000 Kongs by adding more players into the pool. Trades and purchases are being done based on existing visuals and boosts and we don't want to inflate the existing supply.

In order to keep Kongs exclusive, but giving other Avatar collections the opportunity to enter, we will be gating certain features to Kongs only. This means that an external collection will not have the same level of access to leagues and tournaments as Kongs do. While anyone will be able to play pickup matches and non-competitive,

there will be leagues that you are unable to enter unless you own a Kong.

That being said, any player will have the opportunity to earn tokens through gameplay.

2.9 Future features / Ideas

Abilities - adding abilities to Kongs to provide new features to the gameplay. Abilities are tokens that are burned ON the Kong upon usage and that can unlock certain new features. Such abilities could be double jump, slam dunks, better performance if behind in the score, fast passes, or others.

3. CLUBS

What is a Club?

A club in Rumble Kong League is an entity of the ecosystem which is managed independently from the Kongs, however will heavily interact with them. As the name might suggest, a Club is an environment which one or multiple Kongs can join in order to compete against other Clubs in the league or in more casual play *IE: pick-up games.*

Anyone can theoretically become a Club owner, you don't need to own a Kong at all, and it might be the only aspect of interest to you in The Rumble Kong League. Club owners will discover a separate game experience, focused more on the team management aspect. Synergies, substitutions, and making tactical decisions will become more important for you, rather than performing well in a game as a Kong.

Unlike Kongs, which are predesigned, Clubs are meant to be highly customizable, giving almost complete freedom to the Club owner when it comes to building a Club identity.

There will be a limited number of Clubs available, which will be released in waves leading up to the game release. It is every player's dream to play for a well-performing club, and it should be something special to get the opportunity to join a club in a higher division. At the same time, we are planning to give players the opportunity to play matches outside of the club feature, so the ecosystem can remain as open as possible.

3.1 Club members

Each Club owner will of course need the player to perform for him. This can either be Kongs or other whitelisted NFT Collections that are

allowed to perform in the league. Each Club Manager will be able to select a pool of players which they can choose from and select prior to each match.

While Rumble Kong League is a 3vs3 basketball experience, we are giving Club Owners a separate, but highly engaging experience of their own.

3.2 Club Names

Each Club owner will have the possibility to name said Club to something of their liking. Clubs themselves are their own individual brands/identities and it is up to the Club owner and his members to decide the direction they plan to take it.

3.3 Club Logos / Colors

On top of the naming mechanism, each Club will also have the ability to set branded public-facing attributes such as logos, banners, and team colors. The latter will have a direct impact on jersey colors/appearance when on the court.

3.4 Jerseys

While Kongs have unique looks, we consider their visual attributes to represent them off-court and outside a match. While playing in leather jackets looks very cool, it is impractical in actual gameplay, and that's where jerseys come into play. Each Club will have the possibility to choose their own club which will represent their team on the court.

During gameplay, the player and viewer will be able to clearly distinguish both teams from each other through their jersey colors, as well as displayed logos / Kongs inside the UI.

3.5 Club Attributes

As mentioned above, Clubs are meant to be customizable and give any Club owner the possibility to create their own brand inside the Rumble Kong League. One aspect of this will be Club Attributes, which are customizable elements, that can be used to personalize any Club. Customization can be pretty basic, such as club colors, jerseys, or logos, but we also want to give Club Managers the possibility to take this one step further by providing the ability to customize their home court, expand stadium size, and much more.

3.6 Fanbase

Clubs will have the possibility to directly pull data from social networks to show their reach and fanbase, giving a direct indicator towards a Club's popularity. This will either be done through API feeds from popular social networks or by providing users on the platform the possibility to "like" clubs to stay up to date with their performance. The goal is for Clubs to be a full social identity and brand of their own.

3.7 Sponsorships

Clubs will have the possibility to take on Sponsors that will either have monetary or strategic functions. Monetary will help to pay salaries of players (if the Clubs decide to do so), while strategy can help to increase the reach of any club.

Sponsorships could also be handled in form of DAOs or subscription models, having clubs entirely funded by the community supporting it.

4. LEAGUES

What are Leagues?

At their core Leagues are the actual game and rewards component of Rumble Kong League. According to the overall skill level, and past performance a Kong is assigned to a league. Leagues act independently from Kongs and give users the possibility to earn rewards from prize pools or gather experience. Kongs will move up and down in leagues as per their skills and performance in the leagues.
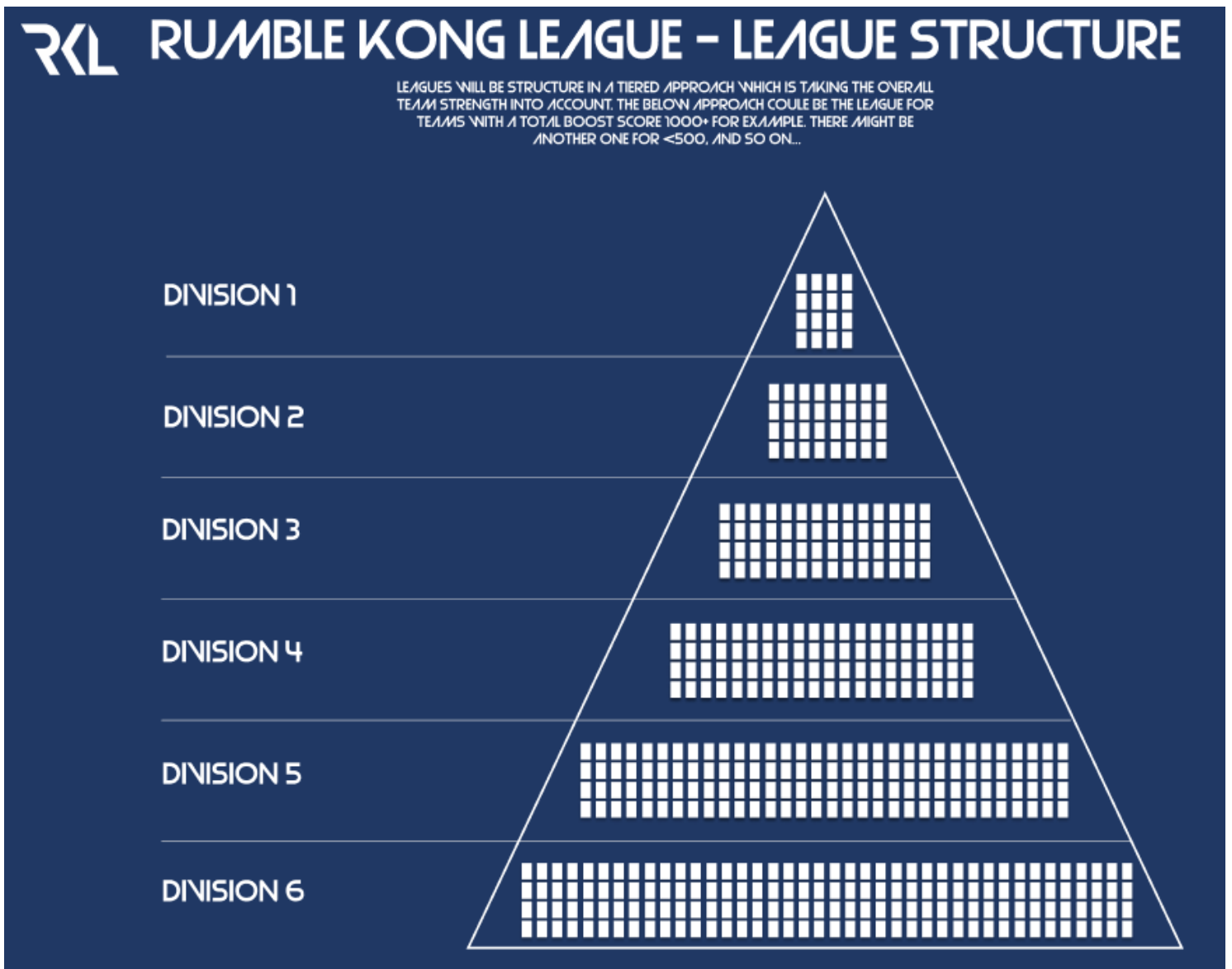
4.1 League Tiering

Leagues are made up of different "tiers" in order to maintain an enjoyable experience across RKL and depending on a Kong's Boosts. This ensures that similar stat Kongs play together keeping an enjoyable experience across the board.

Clubs can move up and down within the Leagues. The players in the club collectively gain/lose points by winning/losing the matches, think about their skill as a mean reversion process with a drift term (since all players will level up with time, this ensures that lower-skilled players get better).

The League Tiering system will be auto-correcting based on the inventory of Kongs playing, as well as the stats of the said Kongs.

4.2 Competitive Leagues

Competitive Leagues are an ongoing feature inside the Rumble Kong League, built around the persistent performance of teams over a longer period of time. As beforementioned, as a team consistently performs at a high level with a good track record, it will ultimately improve its standing within the league and climb to a higher league. As teams progress, it will become harder to climb and/or remain at the same level.

RKL RUMBLE KONG LEAGUE – LEAGUE STRUCTURE

LEAGUES WILL BE STRUCTURE IN A TIERED APPROACH WHICH IS TAKING THE OVERALL TEAM STRENGTH INTO ACCOUNT. THE BELOW APPROACH COULE BE THE LEAGUE FOR TEAMS WITH A TOTAL BOOST SCORE 1000+ FOR EXAMPLE. THERE MIGHT BE ANOTHER ONE FOR <500, AND SO ON...

DIVISION 1

DIVISION 2

DIVISION 3

DIVISION 4

DIVISION 5

DIVISION 6

The league approach is very well known across the sporting world and a system that we deem fair when it comes to Rumble Kong League and how we want teams to compete against each other on an ongoing basis.

League Season length

Seasons will not be 1:1 length of a real-life season and take place at an accelerated pace. The final speed hasn't been decided yet, but we don't expect any given league to last anywhere between 1-4 weeks. This might change based on results we are seeing during early playtests with Kong holders.

League Performance

Teams will need to perform at a high level in order to win their respective championship and earn rewards. The top teams will (should be below Division 1) will have a chance to progress to the next-highest league, as well as earning unique rewards in form of tokens, NFTs, or both.

On the other hand, should a team not perform well and have a bad performance in a League, it will get relegated to a lower-tiered league.

4.3 Pick-Up Games/Skirmish/Non-Competitive

Non-Competitive games are outside the Club structure and are meant as a casual way to farm resources and XP. While the payout will be lower than competitive leagues, it is means to easily join a match, either between league games or even if you are not a part of a club that plays professionally.

4.4 Tournaments

Tournaments are non-season events that can happen at any time during the season and offer Clubs and Kong holders the chance to enter in order to compete against other Clubs on different levels than

Leagues. That means that while Leagues will be ongoing over multiple seasons, a tournament could happen only once. There might be tournaments where you can only participate with your Seasons Club, while others might take another approach (Random assigned Clubs, pick-up clubs to play with different Kongs,...)

Tournaments could either be free to enter or require an entry fee, which determines the potential outcome for the top-performing clubs.

In addition to being special events, they also offer the possibility to have specific conditions in order to compete in them, such as gating (e.g. season winners only), visuals (Top hat Kongs only), or anything really.

Tournament structure can also vary across the different competitions, one example of a pretty standard tournament approach can be found below:
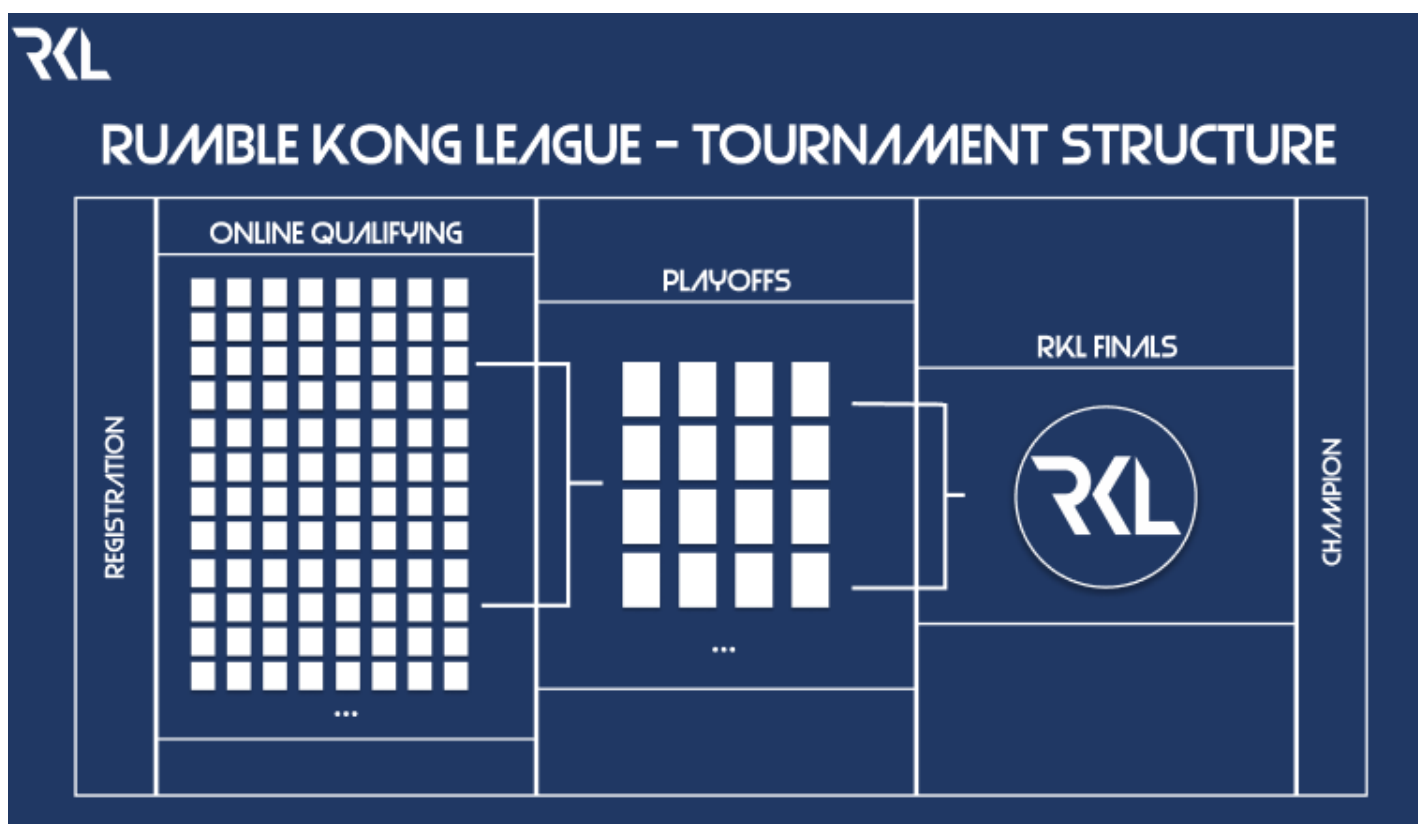
5. GAMEPLAY

This is what it's all about at the end of the day: The Game.

The below graphic is giving a broad overview of the Rumble Kong League Ecosystem and functionality in a high-level picture.

In short, it can be explained in the following way:

As a user or brand, you can enter the ecosystem either by staking the RKL Token or through the acquisition or rental of either a player or club.

As a player, you can earn XP and tokens through gameplay, which can be used to improve your Kong or purchase cosmetics, consumables, or Clubs. You can also join Clubs directly which allows you to enter competitive gameplay.

As a club, you can hire players to play in competitive gameplay, such as leagues or tournaments, which allows you to earn rewards, that will be distributed among club members and/or sponsors or fans.

Every interaction inside the ecosystem will have a small transaction fee, which is supplying the treasury to support tournaments and league payouts. The Treasury is also being used to support users who stake tokens, which could include real-life rewards, discounts, merchandise, or game benefits.
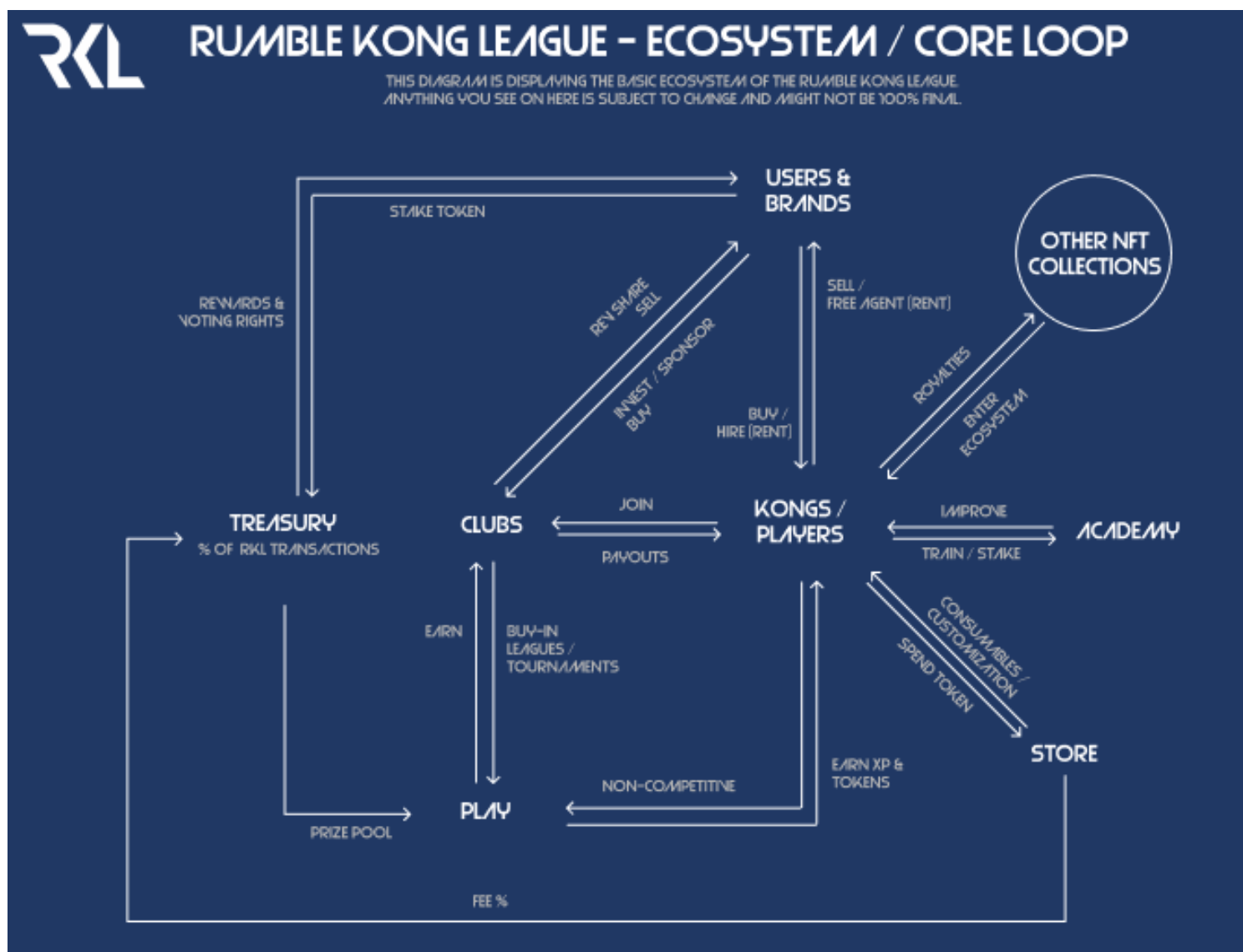
Any NFT Collection has the possibility to enter the Ecosystem, which ultimately increases the supply of players in the Leagues and increases the total addressable audience.

As a player you will have the choice of where you want to perform and what your main game objective should be:

Leagues & Tournaments - The competitive Rumble Kong League experience, which is set around clubs and their respective players. As mentioned previously, Leagues are ongoing events, while tournaments give a more ad-hoc experience with high payouts.

Pick-up Matches - non-competitive way to play between leagues and tournaments. Can be done to collect experience at the cost of losing stamina.

Training - Staking a Kong, making it unavailable, but having a chance to improve Boosts temporarily.

5.1 The Look and Feel

The Universe

Rumble Kong League is taking place in no particular time and space but is a timeless environment that is inclusive for any fan of basketball.

In your visual eye, you can imagine a cyberpunk-like world, meets Ready Player One, meets NBA Street, meets Space Jam?!

For Kongs & Clubs

Rumble Kong League will be a 3D game experience that is initially set up to be of algorithmic nature. Games will require minimal user impact for the first version of the game, and actions on the court are played out through actions being performed, with their chance of success being influenced through Boosts.

Any action on the court will be the result of a certain Ability being triggered, with a certain chance of success that is influenced through Boosts. This is to ensure that higher Boosts will outperform lower ones in the long run, but on a game-by-game basis, there will remain a certain underdog opportunity if a lower Boost player is lucky.

Additionally, we are experimenting with the idea of including hidden traits that are not visible through the naked eye but require a Kong holder to know his Kong well. Those could be traits like a better performance in the first half of a game, someone who plays better under pressure, or being hot-headed when a lot of actions fail. Those hidden traits *(if added)* are meant to add a necessary understanding

of Kongs for both the Kong holders and Club owners, giving additional levels of depth.

For Clubs

The look & feel for Clubs will be slightly different than for players, as an additional portion of it will be happening outside of matches and be around assigning players to positions, creating synergies, and game tactics.

6. TRAINING ACADEMIES (Staking)

As mentioned each Kong has a specific set of "Boosts" that determine in-game performance. These stats have a direct impact on the Kong's performance throughout playable matches, however, they are able to be increased through "Training Academies".

Users will have the ability to "Stake" their Kongs in "Academies" to improve their boosts. These boost improvements are both temporary *(IE: lasting X amount of games)* AND permanent.

Permanent stat boosts are determined randomly to ensure that there is no disbalance of a single stat in the game. This is to avoid a scenario playing out where all Kongs become maximum level and thus the gameplay becomes irrelevant.

This feature will be released PRIOR to the game through a staking contract and eventually tie into the in-game experience through said "Training Academies". The training start timestamp will be announced exclusively to Kong holders.

The computation of the boost that the Kong will achieve to its stat is determined with the exponential function of the form below where k is to be determined:

$$0.07e^{-kx}$$

This staking of Kongs will have a minimum time locking period that is TBD with the Kong community.

7. ERC-20 TOKEN

At RKL, we are fans of simple yet elegant solutions.

Introducing a governance token adds a lot of unnecessary complexity, on top of that, coin voting is deeply flawed (see https://vitalik.ca/general/2021/08/16/voting3.html). We consider Kong holders as the stakeholders in our play-to-earn universe, which means in the limited number of cases where voting is required, it will be performed in this way. Also note, that flash-loaning Kongs, will not be an attack vector, since it is trivial to check that the voter has held the NFT for a number of blocks prior to voting. Moreover, it would be trivial to take snapshots at random points in time and let the voting proceed on retroactive balances of Kong NFT holders.

However, we do need an ERC-20 token to fuel the in-game economy. What utility will this token provide and what it will look like?

The token will be used as:

- a payment medium for each league match. Better leagues require higher payments
- sponsorship payments. i.e. clubs receiving payments from their sponsors for advertising sponsors with club's logos/basketball courts
- prize money for winning the league
- to get temporary (for example, 3 games) boosts
- in-game purchases/transactions
- future "breeding" mechanisms

These are just a few **INITIAL** cases we see, the token itself will be engrained in the ecosystem anywhere relevant that makes sense in the tokenomics and gameplay.

It is foreseeable that not having a governance token may spill the volatility into the in-game token. Hedging via calls and puts can be offered to guarantee a stable price in such cases.

We propose to use a balancer pool with a weight of 80-20 or 90-10, for KNG/ETH pair (see https://www.placeholder.vc/blog/2020/9/17/stop-burning-tokens-buyback-and-make-instead) to issue the token. This pool will also act as a buyback mechanism for the KNG token. Such a proposal makes the architecture of buybacks extremely elegant and simple and offloads the complexities to the pool itself, which continuously rebalances.

The token will have an uncapped supply with new issuance determined by the Kong NFT owners.

Liquidity mining incentives will be in place as well, to facilitate the liquidity on multiple DEXs.

Credits: krongking.eth for his valuable input here.

8. TECH

The initial MVP of the game will be a simulation-based game with a 3D rendering engine that plays basketball matches. After this milestone, the Kong holders will decide how to next iterate on the game design and mechanics.

Additionally, a number of smart contracts will be required to keep track of the game, as well as offer new features. Some of the contracts will cover the following:

- tracking of the games and scores (will require moving some of the game's logic to L2s, for example, Polygon, Immutable: TBD)
- tracking of Kong's names/bios in metadata, that will reflect on marketplace tools like OpenSea and Rarible
- staking contract for permanent stat boosts (to be deployed before the game launch on ETH mainnet). This contract will also act as a pre-mine for current kong holders to start accumulating the in-game KNG token. By staking the Kong into this contract and supplying your Twitter account tag and using one of your Kongs as your profile picture, you will start profile picture mining the KNG currency. This contract will be deployed in the near future, before the game launch
- staking contract for temporary stat boosts
- bridge contract to move the Kongs to L2, alternatively, a staking contract could be used as such, to avoid the unnecessary additional cost to the NFT holder. However, in this case, the staking contract will have an additional parameter in the staking function to signal the intent to move the asset to L2.
- ERC20 in-game token that supports permit functionality for better UX
- a contract that handles ERC20 payments in the game
- Rentals integration through reNFT protocol (collateral-free trustless renting)
- a contract that tracks Kongs' accessories or tournament won apparel for stat boost
- clubs NFT contract
- basketball court NFT contract

JOIN THE COMMUNITY

Thank you for taking the time in reading this first version of the Rumble Kong League Whitepaper. This is an evolving document and we plan to update it regularly when there are relevant updates. We thank everyone already involved with the community, and welcome all of you, who are considering it.

Learn more about us:

Website: https://www.rumblekongleague.com/

Opensea: https://opensea.io/collection/rumble-kong-league

Twitter: https://twitter.com/RumbleKongs

Discord: https://discord.com/invite/fZTt6gcCNX

Instagram: https://www.instagram.com/therumblekongs

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