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Rumble Kong League - The Metaverse's NBA



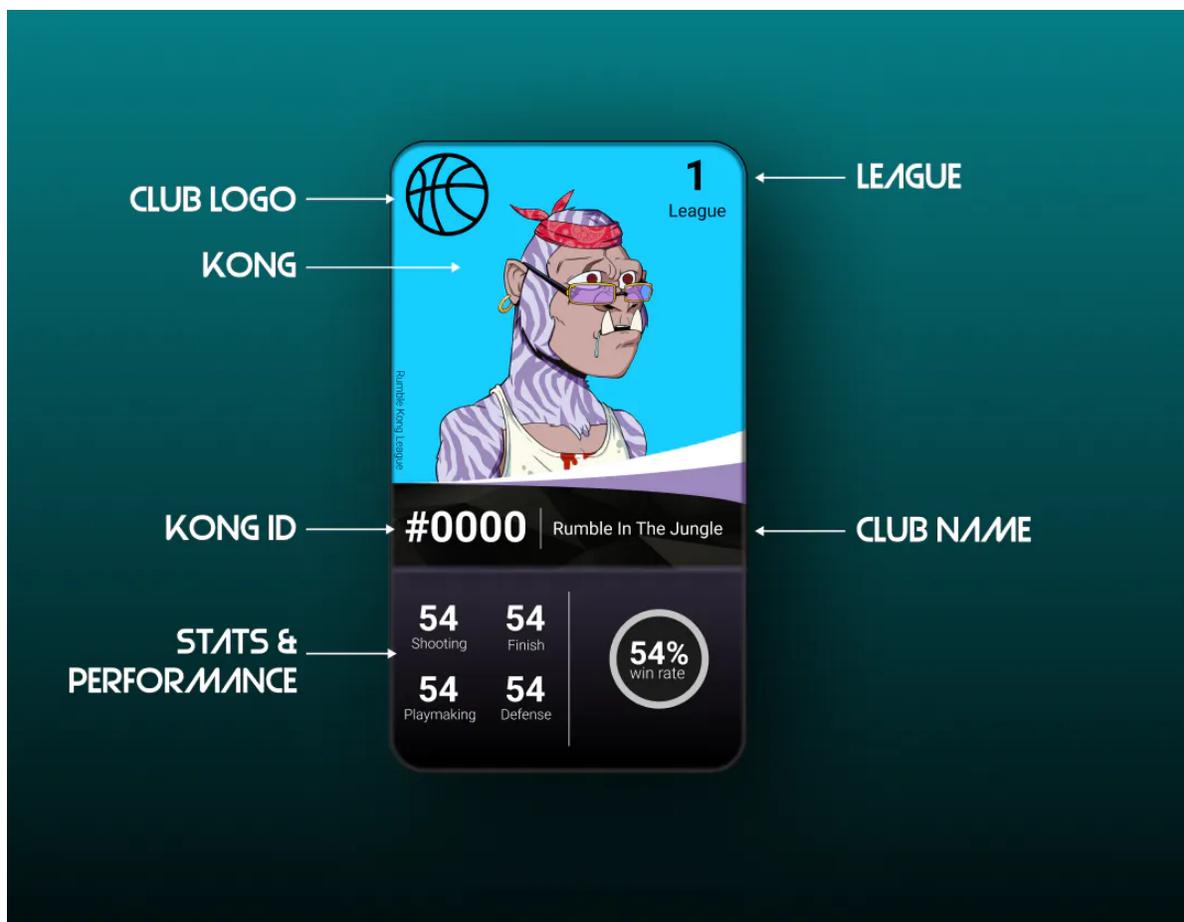
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Rumble Kong League - The Metaverse's NBA

Rumble Kong League, or RKL, is an NFT gaming project that caught our team's attention over the summer. RKL is a 3-on-3 basketball game where users purchase, train, and compete against ERC-721 Kongs in a metaverse like "Ready Player One meets NBA Street meets Space Jam."

Boasting an all-star team with experience at Univision, Blizzard, and The Sandbox, the project has garnered the attention of many celebrities, including NBA star Stephen Curry, who has reportedly purchased five Kongs. Rumble Kong League consists of three key components: the NFT Kongs, the game itself, and the soon-to-launch token.

Kongs



Kongs are the main characters of the Rumble Kong universe. They are ERC-721 tokens based on "other monkey-based collections," according to the website. Basic deduction tells us they are referring to the established NFT giant Bored Ape Yacht Club (BAYC). The RKL team released an initial drop of 10,000 Kongs in July to help fund further game development. The Kongs sold out within a week to over 2,000 holders.

Kongs were generated from over 100 hand-drawn traits by acclaimed NFT artist Sickpencil, and they are algorithmically assembled to generate 10,000 unique Kongs. A Kong's physical rarity is based on its combination of these traits. 95% of Kongs will possess generic visual traits while 5% will have "ultra-rare" attributes. The visual rarity of a Kong will have no effect on the Kong's play within the game.

Boosts are the main factor that dictate your Kong's in-game performance. The four types of boosts are shooting, vision, finishing, and defense. Boosts are distributed on a normal curve, with a max boost score being 100% and a minimum score being 1%. Players can permanently improve their Kong's boosts by staking them in a training academy, or temporarily improve them by giving their Kong consumables.

At launch, the initial 10,000 Kongs will be the only characters available to play in-game. However, the team has creative plans to expand the supply of playable characters in the RKL universe. The objective is to increase the number of players available through external NFT collections, branded collections, and a feature similar to breeding referred to as "rookie season." The addition of external NFT collections will give users the ability to play with other NFTs such as BAYC, or any other collection. Branded collections will be similar to external collections, but they are geared towards brands. For example, users could play the game with Iron Man or Mickey Mouse, or any other brand interested in partnering with Rumble Kong League.

The number of holders has increased slightly since the drop and the number of people holding one Kong has increased nearly 20%, which are both quality indicators for an NFT project. These are strong signs that the holders believe in the developers' vision and are not simply speculating.

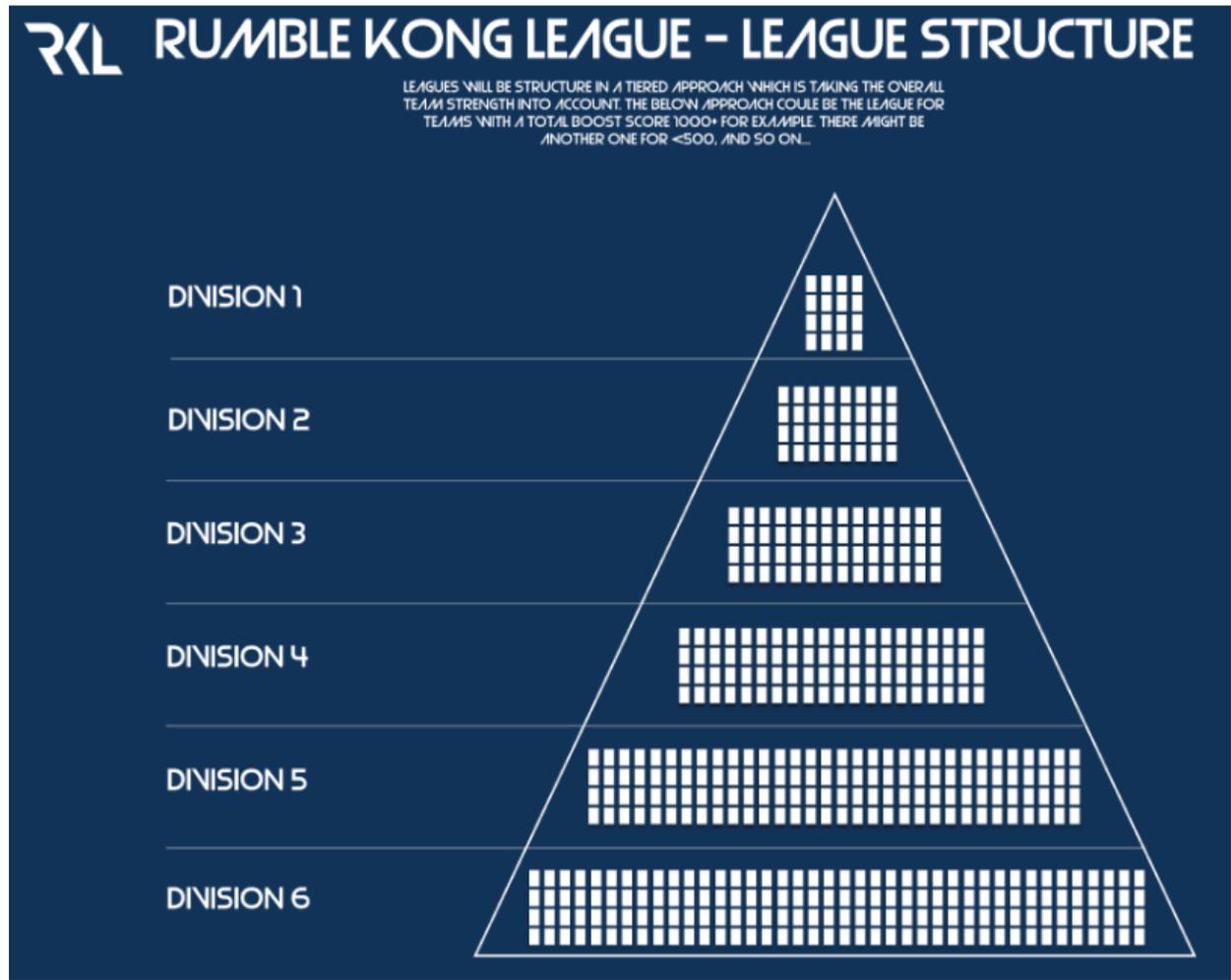
Gameplay



Once it's released, Rumble Kong League will be an action-packed 3-on-3 basketball match. Courts are currently being built by the RKL development team in combination with Rovio, the same AAA game development studio that built Angry Birds. In the beginning, players will not have control of the in-game play of their Kongs. The team plans to add this functionality down the road. Users can enter the ecosystem by staking or owning a Kong. Eventually, the RKL team will implement a feature that lets users rent and temporarily play with Kongs. The most important aspects of Rumble Kong League gameplay are clubs, leagues, and tournaments.

Clubs are the team that your Kong will join to compete against others, whether in league, pick-up, or tournament play. There will be a predetermined cap set on the number of clubs available initially which will be released in waves leading up to the games release. Clubs can be owned by anyone — you technically don't even need to own a Kong to manage a club.

Club managers' in-game experiences will be different from that of Kong owners, and will focus heavily on team management. Being a club owner will be a familiar experience for anyone who has ever played the MyTeam mode in NBA 2K games. A club owner will be able to pick the name, logo, and colors of their club, as well as customize their home court, stadium, and arena size. All clubs will be able to build fan bases through the RKL platform and APIs from their social media pages. This will give clubs their own identity similar to real-life sports organizations. Clubs will have the ability to take on sponsors to boost the club, either monetarily or strategically. Sponsors can be real-world brands or can be community-funded through a DAO.

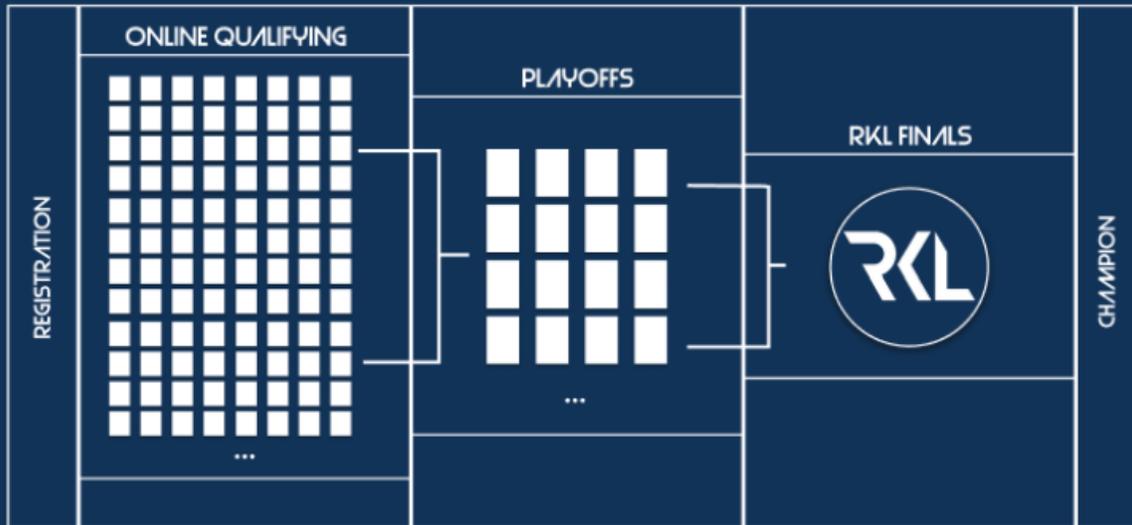


Leagues will be where your club competes against its competition through the duration of a season. Season lengths have not been finalized, but the development team estimates it will be anywhere from one to four weeks long. Leagues will follow a tier structure, as shown in the image above, with total team boost being the determining factor of which tier a club ends up in.

For example, Division 1 might include clubs with a total boost score of 1,000 or more, while Division 6 may be exclusive to clubs with a total boost under 500. Sustained success in a league can eventually lead to a promotion into the next division. Conversely, failure to perform in a division can lead to relegation into a lower one. Outside of the league architecture, casual pick-up games can be played as an easy means to gain resources and experience.



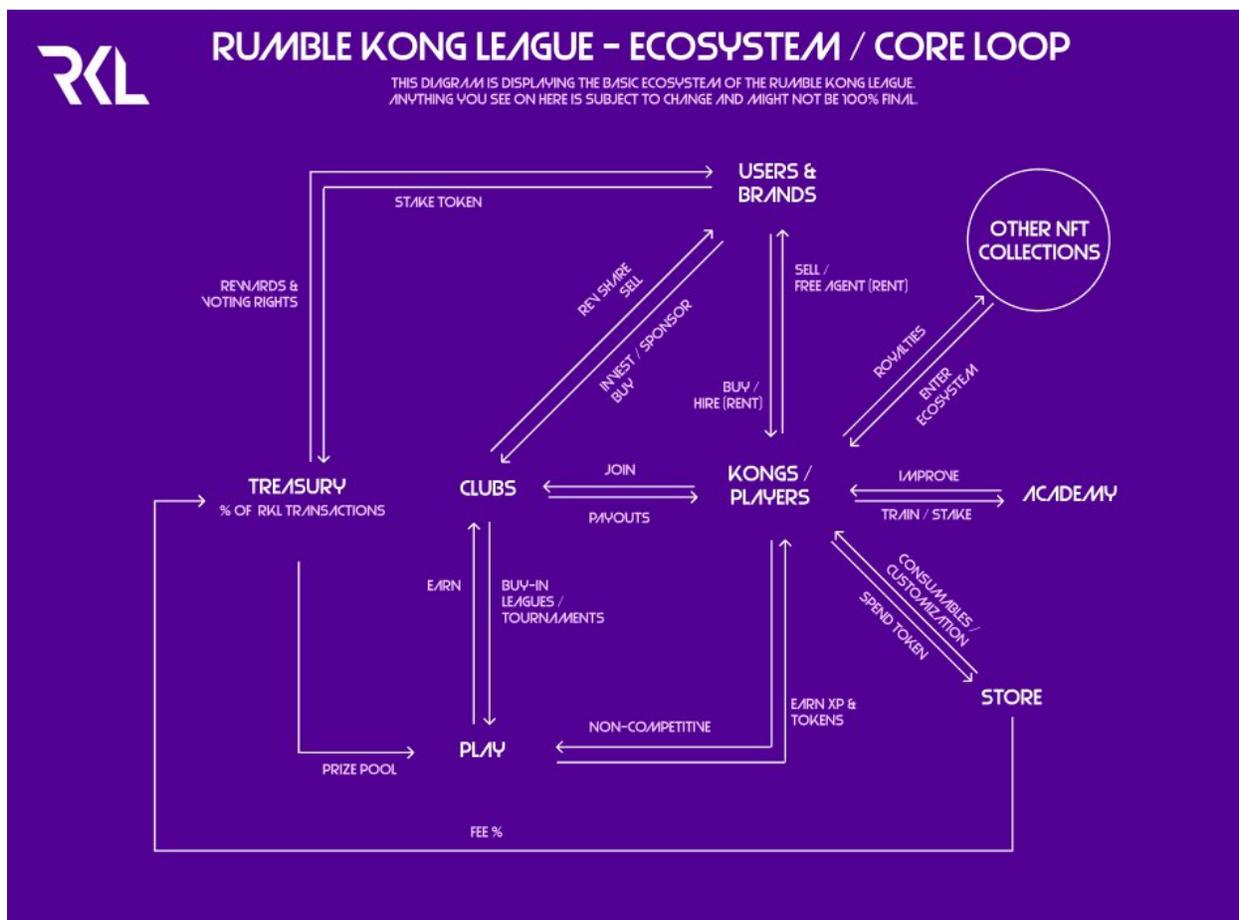
RUMBLE KONG LEAGUE – TOURNAMENT STRUCTURE



Tournaments are an exciting (and potentially lucrative) way for clubs to play outside of the league infrastructure. Tournaments can happen at any time during a season, or during the offseason. Clubs are not necessarily restricted by league level in a tournament, so a Division 1 club could theoretically play a Division 6 club. Select tournaments will have certain barriers to entry. For example, your Kong must have a top hat, or your club has to have won their season, and so on. Certain tournaments will be free to enter while others will have an entry fee. Tournaments with entry fees are likely to be more rewarding for winning clubs. The tournament structure is mapped out in the above image.



Token



The KNG token will power the Rumble Kong League ecosystem. This ERC-20 token will follow a mostly similar model to the other gaming tokens, with KNG acting as the medium of exchange within the Rumble Kong universe. Unlike other gaming tokens like AXS, KNG will not be a governance token. The reason for this is that the RKL team (and Vitalik) argue that coin voting is a clunky and flawed system. The Rumble Kong team says that they view Kong holders as stakeholders in their community and will make sure to keep them involved in the development of the game. Rewards for league, pick-up, and tournament play will be paid out in KNG. Sponsors will pay their sponsorship fees using the KNG token in exchange for advertising on a club's jersey, court, logo, or elsewhere, and KNG will be used at the in-game store so players can purchase customizations and consumables for their clubs and Kongs to improve appearance and performance. Finally, a percentage of all transactions will supply the treasury. The treasury rewards league and tournament payouts, as well as KNG stakers.

Summary



Rumble Kong League is unlike any game, traditional or blockchain-based, we have seen come to market. The team has made valiant efforts to bridge the metaverse and real world to create a game capable of establishing its own brand and growing existing brands within its ecosystem. At the same time, RKL will be rewarding the players and club owners for their attention and bolstering the ecosystem. Rumble Kong League is not building a video game, but an organization — they're building the NBA of the metaverse.



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