



Rocket Rumble

Official Rocket Rumble Whitepaper, last updated September 2022

Rocket Rumble (RR) is the first cross-IP game focused on fast-paced PvP for the NFT Universe, allowing holders of different NFT collections to battle with each other to win and earn rewards through play-to-earn mechanics and real-time mobile-first MOBA gameplay.

Referencing Matthew Ball, one of the core attributes of the Metaverse is that it offers unprecedented interoperability of digital items/assets. In other words, you can use your 'Counter-Strike' gun skin to decorate a gun in Fortnite.

"Offer unprecedented interoperability of data, digital items/assets, content, and so on across each of these experiences - your 'Counter-Strike' gun skin, for example, could also be used to decorate a gun in Fortnite, or be gifted to a friend on/through Facebook." - Matthew Ball

Yet the current state of the NFT space feels very siloed; there is still little collaboration between different collections, and to our knowledge, no platform where different IPs from different collections can interact with each other.

Rocket Rumble's Mission

Rocket Rumble's mission is to be the Nintendo of Web3, but instead of franchises coming together in a closed loop, we believe in the interoperability of digital items/assets in a truly open ecosystem where the players, instead of the company, own the IP. We aim to create a cross-IP game platform for the NFT Universe where different IPs from different collections can interact with each other in a meaningful way.

Play To Earn

The main way to earn inside the game is through accumulating key fragments, which are used to open loot box keys by winning games. There are two different types of key fragments/keys, each with a daily limit/cap. These key fragments can be crafted together into keys, which can then be used to open loot boxes to unlock various NFTs.

If a player does not have access to any avatars, they will be given a default fighter with base stats and a default base-tier weapon. All players can win loot box keys from the game regardless of what avatar they play with; even F2P players can win loot. We believe this helps us create a flywheel

effect to deliver a better experience for all users.

Rewards Requirements to Win Loot

Gold Keys

- Playing with a Gen 1 or 2 Rocket Fighter
- Equipped with a Genesis collection weapon if playing with a non-RR character
- Higher-tier weapons

Silver Keys

- Playing with the free base character
- Lower-tier weapons

NFTs instead of tokens are used as rewards in our game loop. This is inspired by the Counter-Strike game loop in which keys are earned and can be sold to others who want them more than you.

Genesis Rocket Fighters

While all major NFT collections will be integrated into Rocket Rumble, there is an original 10,129 Rocket Fighter collection. These Rocket fighters come from 7 different races; the human race alone will have 8 variants.

The Value of Genesis Rocket Fighters

The value of Genesis Rocket Fighters is maintained and increased as the game user-base grows through a number of ways:

- 515 \$GCOIN generation
- Ability to win Gold Keys
- Participate in exclusive weekly tournaments with \$ETH/\$GCOIN prizes
- Train 2nd generation fighters, which have the same benefits as the Genesis Rocket Fighters with no \$GCOIN yield
- Access to exclusive Discord channel

Rocket Fighters

While all major NFT collections will be integrated into Rocket Rumble, there is an original 10,129 Rocket Fighter collection. These Rocket fighters come from 7 different races; the human race alone will have 8 variants. As a general rule, the rarer the race of the fighter, the stronger it will be in battle.

