

King Rabbit whitepaper

Play-to-earn in 2022

It has been our goal to allow players to earn money in King Rabbit ever since we added a level builder to King Rabbit—Puzzle. The next generation of gamers demand and deserve better rewards for their contributions as well as control over their assets. Here is everything you need to know about the existing King Rabbit games, items, NFTs, earning mechanics, tokenomics, and the transition to play-to-earn in 2022.

About King Rabbit games

There are **two** games in the King Rabbit universe, each with different gameplay experiences that appeal to different audiences. Your progress and items sync seamlessly between both games and major platforms: iOS, Android, Steam.



King Rabbit—Puzzle

A casual puzzle experience with a level builder and community. Use logic skills to navigate your rabbit through increasingly challenging levels filled with dozens of items and learn hundreds of mechanics. With an infinite stream of new levels, this game is great for keeping your mind sharp. *Try it now for free on [iOS](#), [Android](#), and [Steam](#).*



King Rabbit—Race

Release date: April 15, 2022

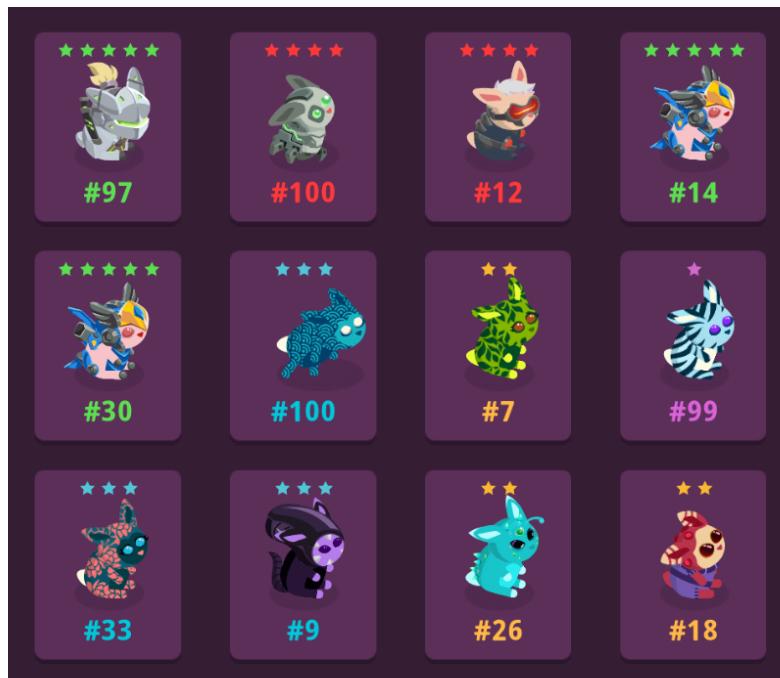
An action-packed racing game. Hop through obstacle courses to get the furthest before dying! Invite your friends and race them. Climb the leaderboard and earn rewards. Your heart will race with fast-paced action. It's still in development but you can *download the beta now on [iOS](#) or [Android](#)*.

Types of items in King Rabbit

Items can currently be purchased with in-game currency or fiat. We also have a genesis set of [Ethereum NFTs](#) purchasable with ETH. Here is a complete breakdown of the different item types currently and in development.

Regular Rabbit Skins

There are collectible rabbit skins obtained in-game, only **100** of each design exist, each rabbit has an #ID number. Typically rabbits with #1 or #100 are more desirable to collectors and carry a higher price, but everyone has a special preference. *There are 6 rarities: uncommon, rare, epic, legendary, mythic, and perfect.*



All existing Regular Rabbit Skins will be tokenized on Solana as NFTs. This will allow all existing players with rabbit collections to be able to sell their rabbits via [kingrabbit.co](#) or other platforms if they choose. This creates play-to-earn opportunities for players to earn rabbits within the game and earn crypto by selling them.

*We are choosing Solana because of fast and low-cost transactions.
High-value NFTs (1/1 skins and item blueprints) will remain on Ethereum.*

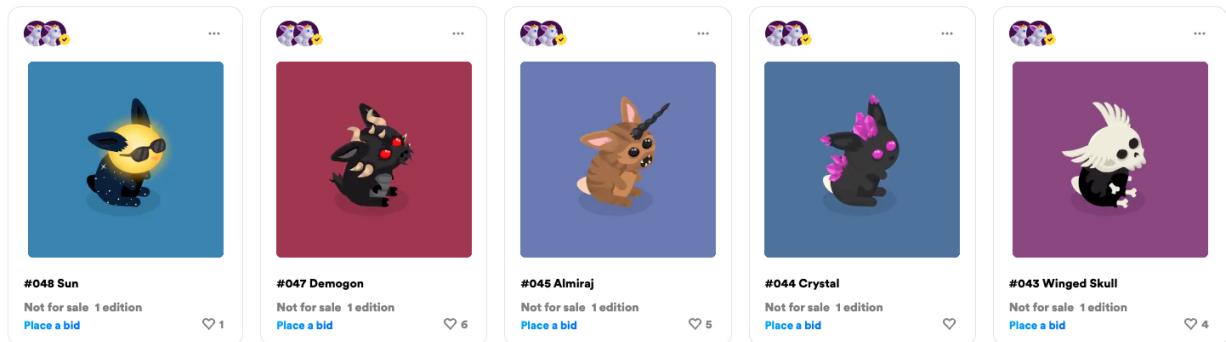
Genesis Rabbit Skins on Ethereum

There is a limited-edition 1/1 genesis collection available on Ethereum.

These are minted 10 at a time until a cap of 1,000 to ensure a fair distribution. Drops are announced on Twitter and Discord before they happen. Each new rabbit is sold at 0.1 ETH.

In addition to the 1/1 skin, you get royal perks in-game for life! No ads, rare egg doubler, and 1 Rare Ring, 50 Gems, 1 Hint, and 2 Slow Times weekly. Rewards will stack for each NFT you own. We will be rewarding all KingRabbit NFT holders with King Rabbit Tokens (KRT), these tokens can be used to buy 1/1 NFT blueprints, and exchanged for in-game currency or crypto.

After purchasing an NFT on OpenSea, connect your wallet to your King Rabbit account by logging in on kingrabbit.co and immediately start playing with your one-of-a-kind skin and earning rewards.



Magic Rings

Attach rings to a rabbit and your rabbit will emit magical particle effects and also emit sounds when spawning and dying. Especially fun when racing against other rabbits. *These items are not limited to 100 per design.*



Builder Items

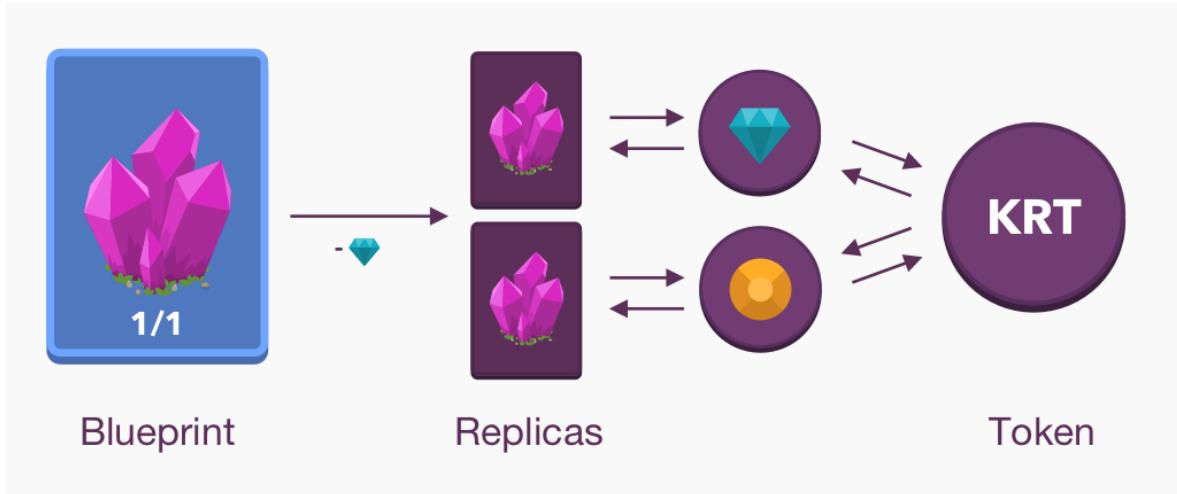
Players use items to build levels and earn tips. Items have unique mechanics, and some items are purely decorative and help add more intrigue to levels. *These items are not limited to 100 per design.*



Crafting replicas with item Blueprint NFTs

In development

A special set of item blueprints will be minted as NFTs on Ethereum. Owners of these NFTs will own the **exclusive** right to craft replicas of the item, which can subsequently be sold in-game. Crafting a replica will cost a nominal fee (in-game currency) which scales based on rarity. The nominal crafting fee ensures that replicas can't be created infinitely and the item economy isn't easily flooded with items.



This allows the blueprint owners to literally own a game item and offers full control over distribution. Some players may go for a volume approach where they sell many replicas for a cheap price, and others might go for a luxury approach where they sell fewer at a higher price. This diversity is good for the economic meta, and will always change over time. More players in King Rabbit means more demand for these items.

There is an incentive to keep these NFTs safe. If the item NFT is lost or the NFT is burnt, the item can never be crafted in-game again. Any replicas created will stay within the ecosystem.

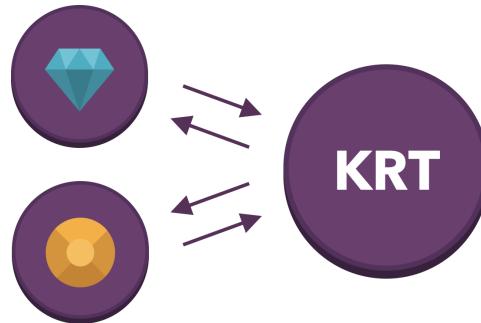
The exact number of replicas that exist in-game will be displayed on kingrabbit.co, so that blueprint buyers will be able to know how many replicas already exist in the game. All existing magic rings and builder items in-game will be considered replicas.

King Rabbit Tokenomics

King Rabbit Token (KRT)

Gold and gems are the two in-game currencies that can be earned in-game. Players will have the option to purchase in-game currencies with fiat or KRT. KRT will be used to purchase new blueprints from kingrabbit.co.

KingRabbit NFT holders will be awarded with KRT claimable on kingrabbit.co for only the cost of the gas fee to claim. Use the KRT to buy Blueprint NFTs or exchange for other crypto.



Blockchain

- Ethereum ERC-20 & Solana SPL
- Tokens may be bridged between blockchains using the bridge at kingrabbit.co for a small fee in KRT.

Utility

- Buy exclusive rabbits and blueprints through the marketplace at kingrabbit.co
- Exchange for in-game gems or gold
- Payment for bridge fees

Token Distribution

Exact distributions will be published as we get closer to implementation. All transactions for distributions will be documented and publicly visible for full transparency.

Play to earn mechanics

Grinding

Just by playing you will be finding gems and gold in levels. You'll sometimes find a rare egg. Eggs usually contain gold or gems, but there is a rare chance you'll find a random rabbit or ring up to legendary in rarity. Items can be sold and that income can be exchanged into crypto.



Compete for prizes

Skilled players can compete for prizes by placing in the top 10 of the daily challenge leaderboard in King Rabbit—Race. Every day the leaderboard resets and new prizes are randomly-generated. Prizes include rabbit skins, rings, and rare eggs. Additional game modes and opportunities to win prizes will be added in future updates.

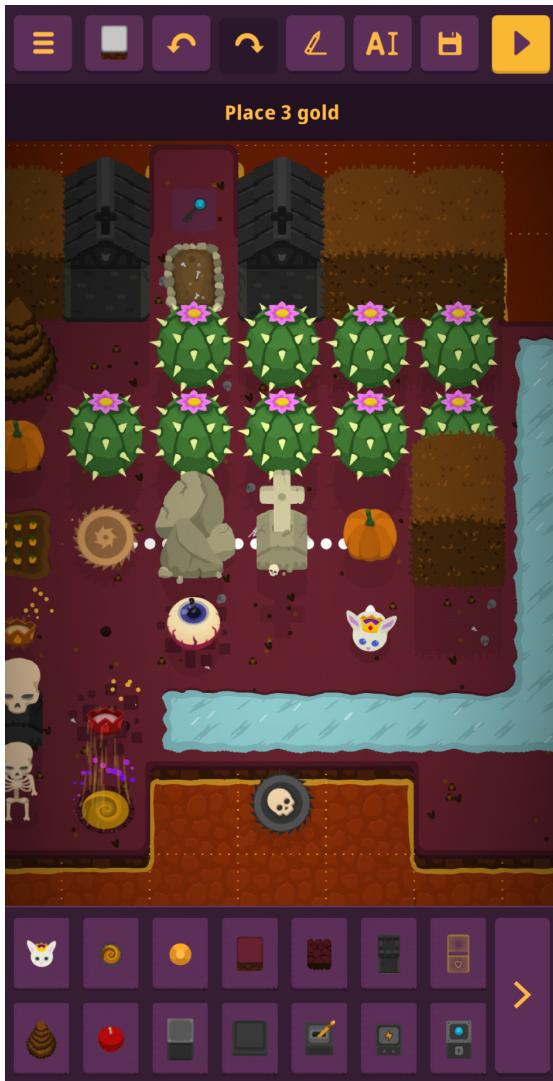
There are also community events such as level building competitions within the [King Rabbit Discord](#). These yield great prizes.

Merging

3 of the same item rarity can be merged to get an item of higher rarity. Merging helps stabilize the economy and recycles items back into the game for someone else to find. In order to profit the value of the merged items (input) must be less than the output.

Example: Merge 3 uncommon items costing 200 gems each (600 gems) into a rare rabbit, sell the rare rabbit on the market for 800. 800–15% market fee = 680 gems (80 gem profit).

There's a chance of merging an item that can only be found via merging. These items typically sell for a much higher price on the in-game market. The rarest items (Mythic and Perfect) will only be obtained via merging or secondary markets.



Build levels and earn tips

An in-game level builder has been a part of the King Rabbit ecosystem since 2017. We discovered that we couldn't build levels fast enough, so we added the ability for players to build their own levels.

If you're the creative type and like to build levels, you can earn tips and build a following. This creates a feedback loop where you can earn more for every subsequent level you create. We're currently developing new ways for builders to earn more rewards.

To maintain a quality gameplay experience for players, our system automatically un-publishes low-quality levels based on ratings and player behaviors.

We are exploring new concepts that will make it easier to earn from building. For now the only way to earn will be via tips.

Become a merchant

There is an in-game player-driven economy. Players can buy and sell items via the in-game marketplace. Players love economy meta and flipping items for a profit. Every day players buy and sell items to each other for gems and gold.

A 15% market fee of every sale is “burned” to prevent inflation. Live sales activity can be seen in the [Discord](#) #market channel.

NFT holder passive Income

A passive way to boost your earnings. Players who own a 1/1 Ethereum NFT will automatically earn all royal subscriber perks for life. The current rewards are 1 Rare Ring, 50 Gems, 1 Hint, and 2 Slow Times weekly. This stacks per NFT you have. [View NFTs](#).

Crafting replicas

In development

Crafting and selling replicas via blueprints can also provide income. Craft some replicas, list them on the market, wait for sales, repeat. Earnings can be reinvested into other King Rabbit assets or sold for crypto.

Community Participation

We do random drawings for rabbits and giveaways for in-game currency. Players can win prizes and earn just by being involved in the [Discord community](#).

Timeline

It will take up to two years to fully implement this vision. However, to get priority access, it is important to get started now. [Create your King Rabbit account](#), play the games, follow us on [Twitter](#), and join the [Discord](#). If you believe in the project, [buy an NFT](#).

First priority will be given to early adopters and the existing King Rabbit community.

Phase I—King Rabbit - Race

On April 15, 2022 we will release King Rabbit - Race on iOS, Android, and Steam. This will increase the number of players in the King Rabbit community. Game releases are time-intensive and will require all hands on deck for the team.

Phase II — King Rabbit Token & Blueprints

The King Rabbit Token (KRT) will be released. KRT can be used to buy in-game currency, NFT blueprints, or provide liquidity.

KingRabbit NFT holders will be awarded with KRT claimable on kingrabbit.co for only the cost of the gas fee to claim. Use the KRT to buy Blueprint NFTs or exchange for other crypto.

Phase III — Minting rabbits on Solana

For a more seamless experience, we are looking forward to Solana wallets becoming available on mobile devices so that players can approve transactions on mobile. Non-NFT items will still be available to buy from in-game encounters for fiat. If players choose they can mint any of their rabbits as an NFT. This unlocks the ability to resell the item for SOL! To do this players will pay the minting fee to tokenize the item on the blockchain.

A minimum of 5,000 new rabbits will be available to mint on the Solana blockchain. Minting will take place on kingrabbit.co. One rabbit will be minted per transaction until all 5,000 are sold. Once minted, you can immediately connect your Solana wallet to your King Rabbit account to start playing with your NFT. Secondary sale royalties of 5% will be put into the King Rabbit treasury. **All** treasury funds will be reinvested into the King Rabbit ecosystem to fund transaction fees, salaries, and community events.

For a seamless integration with the existing game, rabbits will follow the same standards described above under the **Rabbit Skins** section of 100 rabbits per design, each with an ID # and a rarity. The rabbit you receive upon minting is random. Mythic and Perfect will not be included in this drop, but players will be able to tokenize them as NFTs if they have them in the game.

King Rabbit players with existing skins in-game will be able to mint their existing items manually via kingrabbit.co. Please note that these will only be tradeable on kingrabbit.co until we can update the collection on NFT platforms, which is currently a manual process.

RareSloth Team

The King Rabbit team was founded in 2013 by Austin Borden and Brian Oppenlander. These are some of the things we've accomplished over the years. Our foundational belief is quality over quantity and creating joy via good gameplay and usability. Read more about the team.

Questions? Feedback? Connect.

Contact our team on Twitter or Discord.