2,222 KEYS. ONE CITY.

BLOCKSIDE

FIELD MANUAL.



MAKE YOUR NAME.

MINT. STAKE. BUILD. EARN YOUR SHARE.

01 / VISION

THE CITY. THE KEY.

A community built to play.

The vision

Blockside brings 2,222 NFTs on Robinhood Chain into a retro, top-down browser city. Robinhood Chain is the network for the NFT collection and the game ecosystem. Build a garage business, collect cars, trade parts and choose your own path through the streets.

Mint. Stake. Enter.

Mint a Blockside NFT through the official OpenSea mint page on Robinhood Chain, return to the Blockside website and stake it on the same network to unlock game access. The NFT is your key to the city; an active eligible stake is required to play.

Zero project tokens

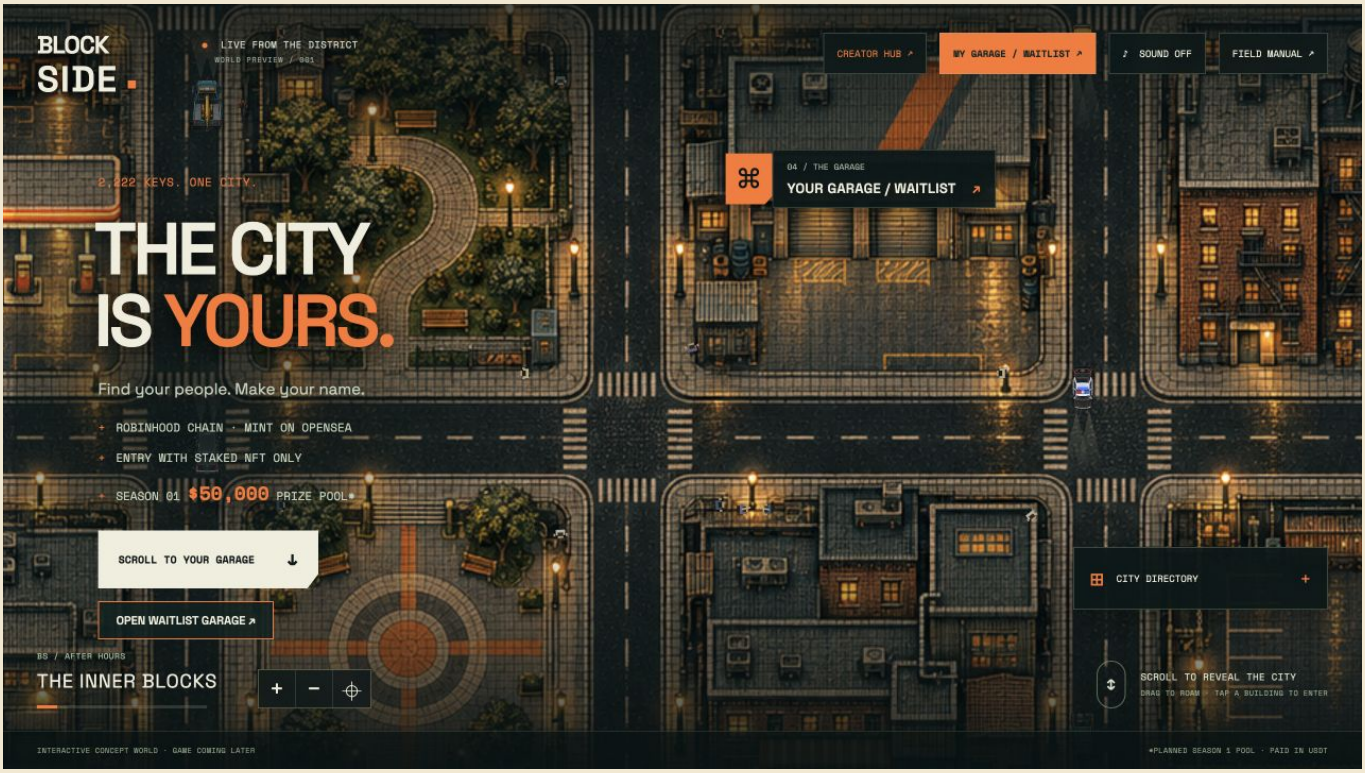
There is no project token. Allowlist offers Free Mint. Pricing for GTD, FCFS and Public will be announced. Game-season rewards are paid in USDT. In-game money measures your contribution toward the season reward pool; it is not a freely withdrawable token.

One collection, 2,222 keys

Total supply is 2,222 NFTs. The official OpenSea collection and mint links, Robinhood Chain contract address, mint windows and wallet limits will be published through official channels.

01 / VISION / VISUAL GUIDE

THE CITY IS YOURS.



Explore connected districts, build your reputation and make the garage your base.

02 / MINT

FOUR WAYS IN.

Mint on OpenSea, on Robinhood Chain. Rank determines eligibility.

FINAL RANK	MINT TIER	MINT PRICE
1-100	Free Allowlist	FREE MINT
101-500	GTD	To be announced
501+	FCFS	To be announced
Remaining supply	Public	To be announced

Free Allowlist | ranks 1-100

The top 100 ranked participants receive free Allowlist mint access. Allowlist: Free Mint. Network transaction fees may still apply. Claim timing and per-wallet limits will be published before mint.

GTD | ranks 101-500

Ranks 101 through 500 receive guaranteed mint access during the announced GTD window; pricing will be announced, subject to the published claim and wallet-limit rules. GTD status does not mean an NFT has already been minted.

FCFS | ranks 501 and above

All ranked waitlist participants with a final numeric rank of 501 or higher receive FCFS eligibility. Pricing will be announced. FCFS means first come, first served: eligibility does not reserve supply or guarantee a successful mint.

Public | remaining supply

Any remaining supply enters the Public phase. Pricing will be announced. Phase allocations and the handling of unclaimed NFTs will be announced before mint. The 2,222 total supply does not imply that all NFTs are available in every phase.

02 / MINT / VISUAL GUIDE

YOUR IDENTITY. YOUR KEY.



2,222 unique NFTs / Common, Rare, Epic and 22 Legendary 1/1 artworks.

03 / WAITLIST

EARN YOUR PLACE.

Tasks lead to rank. Rank leads to access.

Main waitlist

Complete the published tasks and earn a verified rank. Main waitlist ranks 1-100 receive Free Allowlist, 101-500 receive GTD access, and 501+ receive FCFS eligibility.

A separate creator route

The Content Creator Hub has its own leaderboard and 50 Allowlist awards for ranks 1-50. Its 5,000-dollar creator pool is separate from the 50,000-dollar game-season pool. Duplicate wins, wallet limits and claim windows will be specified before registration opens.

Verification

Task points, duplicate-account handling, tie-breakers and the snapshot date will be published before participation begins. Creator posts require manual review and manual leaderboard placement.

Registration

Connect your X account through the official website when registration opens. Profile identity, task progress and verified rank belong in your personal garage. Connection and registration availability are shown on the website.

03 / WAITLIST / VISUAL GUIDE

YOUR PLACE IN THE CITY.



Build your identity around the garage, complete tasks and follow your access tier.

04 / GAME

STAKE YOUR KEY.

Mint on OpenSea. Stake on Robinhood Chain. Enter the city.

Build your operation

Expand your garage, purchase cars, sell parts to outside buyers and earn in-game money. Choose the garage business, the gangster path or a mix of both. Police patrols and street encounters shape the city.

48-hour lock, then automatic unlock

Each stake starts a 48-hour lock. Once that period expires, the lock automatically lifts; the NFT remains staked until you choose to unstake. Automatic unlock does not mean automatic unstaking.

Keep your stake through season close

Keep your qualifying NFT continuously staked from season entry through the end of the seven-day season. Unstaking during that season removes game access and forfeits your share of that season's reward pool. Restaking does not restore the forfeited share for that season.

Season timing

Season 1 lasts seven days. The game ecosystem and NFT staking use Robinhood Chain. Entry cutoff, season timestamps and supported wallets will be announced before entry opens. Staking is an access requirement; it does not generate a fixed yield.

04 / GAME / VISUAL GUIDE

MINT. STAKE. ENTER.



48-hour initial lock. Keep your qualifying NFT staked through season close.

05 / CITY-JOBS

EVERY STREET PAYS.

Taxi fares. Deliveries. Reputation.

Taxi work | take the next fare

Collect passengers at marked pickup points, drive to their destination and receive an in-game fare when the trip is completed. Route length, service quality and passenger satisfaction shape the job. Clean driving and reliable arrivals build a driver reputation that unlocks more demanding fares.

Your taxi has running costs

Fuel, repairs and vehicle condition matter. A faster route is not always the most profitable route if it damages the car. Choose between short local fares, longer cross-district trips and scheduled premium pickups. Passengers board and leave at curbside stops.

Courier and delivery contracts

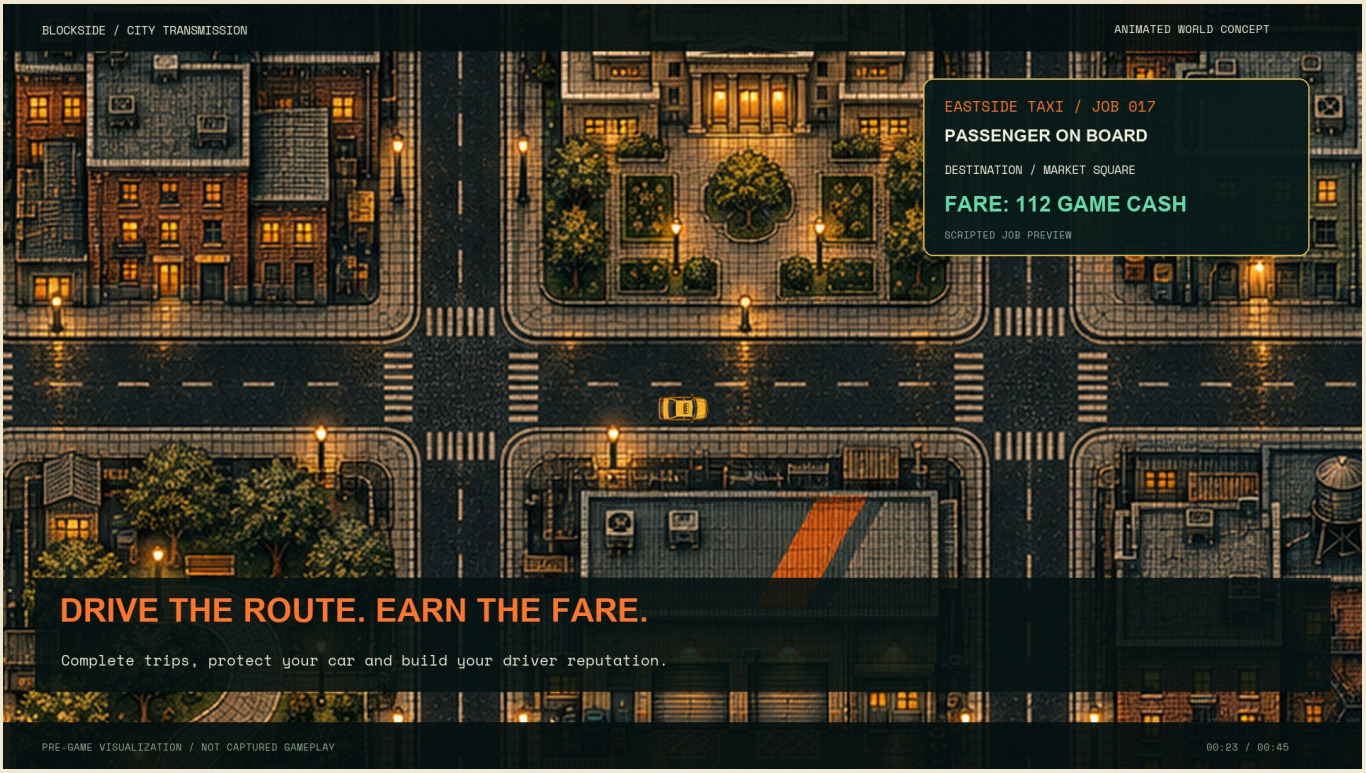
Collect garage parts, workshop orders or parcels and deliver them to businesses across the city. Plan a route, select a vehicle with the right cargo capacity and complete the handover. On-time deliveries earn contract payments; failed or damaged deliveries can reduce the payout.

A city of connected districts

Taxi stands, garages, shops, warehouses and the financial district offer different activities. Switch between jobs as demand changes, invest in a better vehicle and use the garage as your operating base. Rates, job availability and progression thresholds are set in each season's rules.

05 / CITY-JOBS / VISUAL GUIDE

EVERY ROUTE HAS A PURPOSE.



Taxi fares, deliveries and city contracts turn completed work into in-game earnings.

06 / GARAGE-BUSINESS

BUILD YOUR OPERATION.

Buy. Repair. Trade. Expand.

The garage is your headquarters

Start with a workshop and grow its capacity: more parking bays, storage, repair equipment and access to more complex contracts. Upgrades consume in-game money and help you handle more valuable jobs. Vehicle condition and inventory are part of the business, not just decoration.

Vehicle trading

Buy vehicles, assess their condition, repair or improve them and offer them for resale. Compare purchase costs, parts, labor and sale proceeds to determine the trade's net result. Taxis, pickups, vans and performance cars serve different jobs; a larger collection creates more choices.

Parts and outside buyers

Source usable parts from suppliers or eligible vehicles, store them in the garage and sell them to outside buyers through order boards. Engines, body parts and service components have different demand and storage needs. Fulfil an order, deliver the goods and receive in-game payment.

Commerce across the city

Move inventory between districts, compare local demand and choose which orders to accept. Delivery costs and stock shortages affect margins. Buying and selling between your own accounts, circular trades and artificial turnover do not create eligible season earnings.

06 / GARAGE-BUSINESS / VISUAL GUIDE

BUILD YOUR HEADQUARTERS.



Repair vehicles, manage inventory and prepare the next contract.

07 / STREET-LIFE

CHOOSE YOUR STREET LIFE.

Reputation opens doors. Heat closes them.

The gangster path

Take fictional underworld contracts: recover a marked vehicle, transport a mission package, escort a crew or contest a district challenge. These are game missions with objectives, timers and completion conditions. Success earns in-game payment and crew reputation; failure can cost repairs, time and mission income.

Police pressure and heat

Risky missions increase a heat meter. Police patrols react within the game world, and a pursuit can interrupt your delivery or send your vehicle back for repairs. Cooldowns, restricted contracts and penalties create tradeoffs between frequent safe jobs and higher-risk missions.

Crew activity and street encounters

Street scuffles, rival crews and shared district objectives give the city an active rhythm. Join a crew for coordinated missions, select a vehicle for the assignment and return to the garage to repair and prepare. Encounter rewards require verified objectives rather than endlessly repeating the same fight.

More than one way to progress

A taxi driver can become a garage owner; a trader can fund a vehicle collection; a crew member can run a legitimate workshop between missions. Player interaction rules, penalties and activity limits are announced for each season. The paths form one economy, not separate guaranteed incomes.

08 / EXCHANGE

THE BLOCKSIDE EXCHANGE.

A market simulation inside the city.

A financial district on the map

Visit the exchange terminal to view selected crypto reference markets, charts, buy/sell controls and long/short position tickets. All orders use game cash. The terminal does not deposit, withdraw or execute trades in real BTC, ETH or other crypto assets.

Market selection

The reference universe is the CoinMarketCap top 10 by market capitalization with stablecoins excluded. The 15 November 2026 reference snapshot includes BTC, ETH, BNB, XRP, SOL, TRX, HYPE and ZEC. Rankings change; each season publishes its selected list. Source: https://coinmarketcap.com/

Buy, sell, long and short

Buy and sell simulated holdings or choose a long or short position. Set the size, inspect the entry level and watch the position's unrealized profit or loss. Closing it realizes the result in game cash. Both gains and losses are possible; transaction costs, position limits and any leverage rules are specified before a season.

Simulation and season accounting

The teaser uses scripted quotes and example positions, not live prices or executed orders. Only verified realized net results can contribute to eligible season earnings; losses and costs reduce the result under the published accounting rules. Unrealized gains, initial balances and recycled trade volume do not count as earned money.

08 / EXCHANGE / VISUAL GUIDE

THE FINANCIAL DISTRICT.



Trade simulated positions using game cash as part of the city economy.

09 / REWARDS

EARN YOUR SHARE.

$50,000 Season 1 pool. Paid in USDT.

Your gameplay determines your share

Your verified eligible in-game earnings determine your proportional share of the season reward pool. Taxi fares, delivery contracts, garage services, trading margins and mission payments form the activity ledger. Verified realized exchange results are included under the season accounting rules. You must retain your qualifying stake through season close.

The reward formula

Your reward = 50,000 USDT x (your eligible season earnings / total eligible season earnings of all qualifying players). Example: 1% of eligible earnings corresponds to 500 USDT from the Season 1 pool. This is an illustration, not a guaranteed individual reward.

Net earnings and review

Earnings are measured net of the applicable costs, losses, refunds and penalties; starting cash, transfers and repeated sale volume do not create earnings. Negative totals receive no reward share. The final ledger, review process, zero-total handling and rounding rules are published before entry. Unstaked or disqualified players are excluded before shares are calculated.

Payout

The Season 1 pool is separate from Creator Hub rewards. Funding confirmation, USDT network, result-review window and payout date will be announced before season entry. No fixed return is offered for minting or staking.

10 / CREATORS

CREATE FOR THE CITY.

$5,000 creator pool. 50 Allowlist spots.

A dedicated Content Creator Hub

Connect X, register your original Blockside post links and follow their review status. Every post is reviewed manually. Only approved content is considered; reviewers assign leaderboard positions manually. Saving a draft is not an approved submission.

Leaderboard rewards

Creator ranks 1-50 receive an Allowlist spot. Ranks 1-200 also share the separate 5,000-dollar creator reward pool. Rank 1 receives $500, rank 2 $300, rank 3 $150 and rank 4 $100. The remaining $3,950 decreases across ranks 5-200; the exact 200-rank schedule is published in Creator Hub.

Review and publication

Submission window, review criteria, tie-breakers and final snapshot will be published before submissions open. Pending and rejected posts do not establish a rank. No automatic engagement score or unreviewed leaderboard position is awarded.

Award conditions

Creator awards are separate from gameplay earnings and game staking eligibility. Payout currency, transfer network, payment timing, fewer-than-200 qualifying entrants and overlapping Allowlist awards will be defined before the campaign opens. No redistribution is implied.

11 / ROADMAP

THE WAY INTO THE CITY.

Community. Mint. Stake. Compete.

01 | Community and creators

Publish participation rules and open the main waitlist and Creator Hub. Review submissions manually and finalize the separate leaderboards.

02 | NFT mint

Publish the Robinhood Chain contract and official OpenSea mint page, wallet limits, allocations and mint windows. Run Free Allowlist, GTD, FCFS and public phases through OpenSea.

03 | Stake and enter

Open the website staking interface on Robinhood Chain and announce the season schedule. Verify NFT stakes, the 48-hour lock and season reward eligibility before admitting players.

04 | Season and rewards

Run the seven-day season, verify gameplay earnings and qualifying stakes, finalize proportional rewards and distribute USDT. Creator rewards follow their own campaign schedule.

Publication status

Whitepaper v0.8 / 15 November 2026. This document defines the project mechanics. Dates and operational details are announced separately. Updates must be reflected before the relevant campaign or season opens.

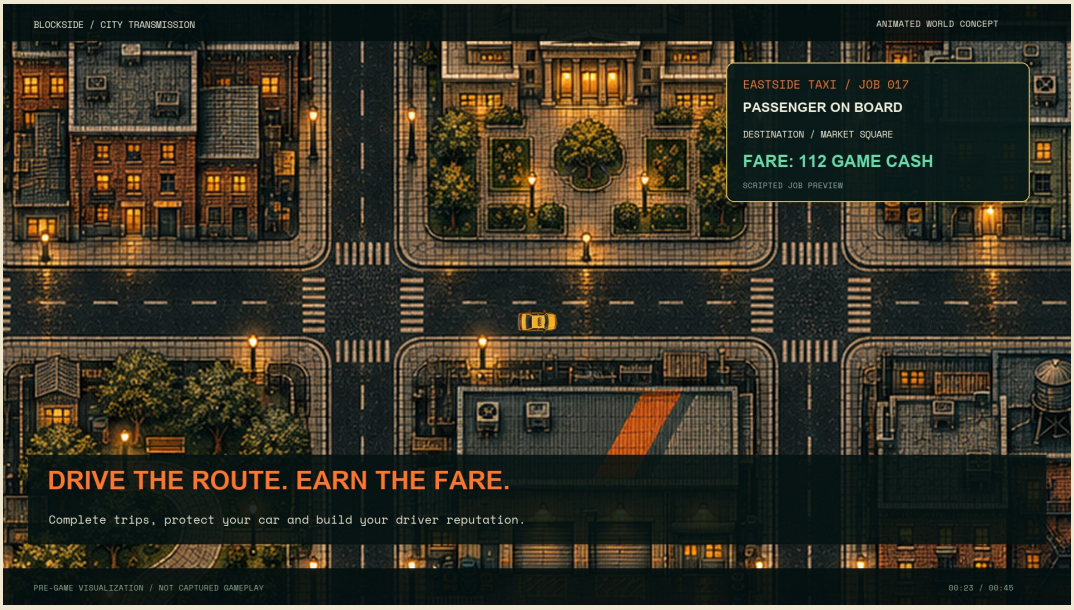
BLOCKSIDE / VISUAL FIELD GUIDE

LIFE ON THE BLOCK.



01 / YOUR GARAGE

Drive home, build your workshop and grow your operation.



02 / TAXI WORK

Take passengers across the city and earn in-game fares.

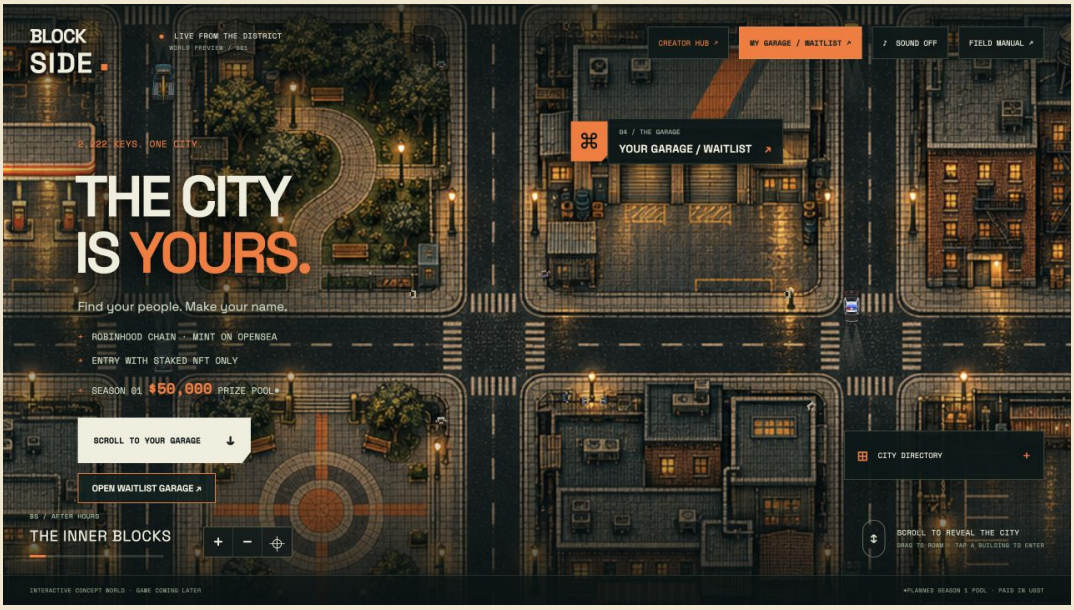
BLOCKSIDE / VISUAL FIELD GUIDE

A CITY OF POSSIBILITIES.



03 / THE EXCHANGE

Manage simulated market positions using game cash.



04 / YOUR NEIGHBOURHOOD

Explore the streets, businesses and districts of Blockside.

BLOCKSIDE / NFT CHARACTER ART

THE PEOPLE OF BLOCKSIDE.

Collection art preview / 2,222 unique NFTs across four rarity tiers.



01 / The Courier



02 / The Mechanic



03 / The Radio Operator



04 / The Taxi Driver



05 / The Broker



06 / Legendary

BLOCKSIDE / COLLECTION & PROGRESSION

2,222 UNIQUE IDENTITIES.

Four rarity tiers. One connected city economy.

A fixed collection of 2,222 unique NFTs

Blockside consists of 1,500 Common, 500 Rare, 200 Epic and 22 Legendary NFTs. Each Legendary is an individually unique 1/1 artwork; 22 distinct Legendary 1/1s are included within the 2,222 total, not added on top.

Common | 1,500

The foundation of the city. Access the core economy: taxi fares, deliveries, workshop services, vehicle and parts trading, street contracts and the in-game exchange. Progress through reliable work, good route planning and business decisions.

Rare | 500

A stronger earning profile for eligible city jobs, with enhanced contract payouts relative to the Common baseline. Rare operators can turn successful everyday work into faster garage progression while still paying the same applicable running costs and penalties.

Epic | 200

An elevated earning profile plus access to Epic specialist contracts: precision transport, high-value workshop commissions and multi-stop trade operations. Better opportunities require the right vehicle, supplies and successful completion.

Legendary | 22 unique 1/1s

The highest rarity earning profile and access to both Epic contracts and Legendary signature operations. Each Legendary has its own visual identity. Golden styling is one example of the tier, not the name of the entire Legendary collection.

BLOCKSIDE / COLLECTION & PROGRESSION

RARITY SHAPES OPPORTUNITY.

Earn through activity. Grow through decisions.

From a completed job to eligible earnings

An eligible completed job produces a base in-game payout. Its rarity-adjusted payout uses the earning profile of the qualifying staked NFT, under the published season rules. Fuel, parts, repairs, fees, losses and penalties are then deducted. The result contributes to verified net season earnings.

The earning ladder

Common is the baseline; Rare, Epic and Legendary provide progressively stronger earning advantages on eligible activity. Exact bonuses, eligible job categories, cooldowns and per-season limits are published before the season starts. Rarity does not turn a failed mission into a successful one.

An example from the garage

Two players complete the same eligible repair contract. Both buy the required parts and meet the quality target. The higher-rarity operator receives the applicable contract bonus, but their net result still depends on parts cost, vehicle damage and completion penalties. A careful Common operator can still outperform a careless higher-rarity operator.

One reward pool, no double counting

Verified rarity-adjusted net earnings enter the existing season formula: 50,000 USDT multiplied by your eligible earnings divided by all qualifying players' eligible earnings. Rarity is not applied again to the USDT payout. It does not reserve a fixed percentage of the pool or create passive staking income.

Stake and eligibility remain essential

Mint on OpenSea on Robinhood Chain, then stake on Blockside to enter. The initial lock lasts 48 hours; after it lifts, the NFT remains staked. Keep the qualifying stake continuously through season close. Unstaking during the season forfeits that season's reward share. Multi-NFT stacking and rarity-switching rules are defined before season entry.

BLOCKSIDE / COLLECTION & PROGRESSION

CONTRACTS BEYOND THE ORDINARY.

Epic specialists. Legendary signature operations.

Epic | Midnight Dispatch

Collect a priority passenger at a marked pickup point and complete a cross-city itinerary within its service window. Route selection, vehicle condition and passenger satisfaction determine success. The contract pays game cash after the final verified drop-off.

Epic | Workshop Masterwork

Source a specified set of parts, restore a client vehicle and complete a delivery inspection. Purchase costs, repairs and quality penalties affect the margin. The commission rewards a finished job rather than merely owning an Epic NFT.

Epic | District Supply Run

Fulfil linked orders across the docks, market and industrial district. Plan cargo capacity and stops, deliver the right goods and complete the chain. Missed handovers reduce the result; stock costs remain part of the net earnings calculation.

Legendary | Blackout Convoy

Take a high-value fictional convoy contract across districts during a city power outage. Choose a route, protect the mission cargo and manage police heat and rival encounters. Completion unlocks the signature payout; damage, missed checkpoints or failure can erase the profit.

Legendary | The City Commission

Accept a multi-stage city commission combining transport, sourcing and a specialist garage build. Each stage must be verified before final settlement. Legendary holders also retain access to Epic specialist contracts; mission availability, completion limits and reward schedules are set for each season.