

# A city you can own a piece of.

TERA is a game first. A multiplayer 3-D city you can walk into right now, free, in a browser — drive a kart, raid a plant, pull a vault heist with a crew. It is also the first NFT game on Robinhood Chain, and that is not a detail: the six assets its 3,333 Lands are named after are *native to this chain and nowhere else*. Anywhere else they would be stand-ins.

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## The world

The city is live and free today. No wallet, no sign-up: open [teraworld.xyz/play](https://teraworld.xyz/play) and you are walking in it, in the same world as everyone else who is in it right now.



Street level. Karts park on the kerb, and anyone can drive one.

It is a 58×58 grid of lots — 3,364 cells, of which 3,333 are mintable Lands and 31 are reserved public ground (parks, the plaza, the billboard). Streets, traffic, karts you can drive, plants you can raid. A Land's position in the city *is* its position in the collection: Land #1 is a specific corner of a specific block, and it always will be.



The city from above. Every lot in this grid is a Land.

#### LIVE TODAY

Walking, running, driving, shooting, raiding a plant, chat, voice, emotes, your look. Multiplayer, one shared city. Free.

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## What a Land is

A Land is an ERC-721 token on Robinhood Chain and a real plot in the running city. It carries two traits that never change, both fixed at mint:

### Resource

One of six. It sets the Land's climate, its colours, the plant that stands on it when it is activated, and which real-world asset it names.

### Rarity

Six tiers. Rarity drives how spectacular the Land looks and how large a share it takes of anything the city pays out.

| TIER        | LANDS | SHARE  | TARGET WEIGHT |
|-------------|-------|--------|---------------|
| Drift       | 1,800 | 54.01% | 55            |
| Moon        | 815   | 24.45% | 25            |
| Comet       | 416   | 12.48% | 12            |
| Nova        | 226   | 6.78%  | 6             |
| Pulsar      | 68    | 2.04%  | 1.8           |
| Singularity | 8     | 0.24%  | 0.2           |

The counts are the **real ones**, counted across all 3,333 Lands, not the target weights rounded. The draw lands close to the weights but not exactly on them, and since every Land's traits are already fixed by its number there is no reason to quote the intention instead of the result. There are **eight** Singularity Lands.

Traits are fixed and deterministic — there is no randomness held by anyone, and nothing about a Land changes after it is minted. The art, the deed card and the in-world plot all read from one source, so they can never disagree.

#### REVEAL

Art and metadata are revealed **after the mint**. The table above is the supply — how many of each tier exist — not a map of which Land is which.

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## Why Robinhood Chain

TERA targeted a different chain until September 2026. It moved, and the reason is mechanical rather than preference: **TERA's six backing assets are Robinhood Stock Tokens, and those cannot be transferred off Robinhood Chain.** Anywhere else, a treasury could only ever have held synthetic stand-ins with no redemption path. Here the assets are native.

## DETAIL

## VALUE

|       |                                 |
|-------|---------------------------------|
| Chain | Robinhood Chain · 4663 (0x1237) |
|-------|---------------------------------|

|      |                           |
|------|---------------------------|
| Type | Arbitrum Orbit L2 (Nitro) |
|------|---------------------------|

|               |             |
|---------------|-------------|
| Mainnet since | 1 July 2026 |
|---------------|-------------|

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## The six resources

Each resource names one real asset, tradeable on Robinhood Chain today. The token addresses are in the open — this table is generated from the same constants the game and the art read from, so the site cannot drift from the code.

## RESOURCE

## TICKER

## ASSET

Clean Energy

BE

Bloom Energy

Silver

SLV

iShares Silver Trust

Crude Oil

USO

United States Oil Fund

Gold

GLD

SPDR Gold Trust

Nuclear

CEG

Constellation Energy

Rare Earth

USAR

USA Rare Earth



### BE PRECISE ABOUT THIS

Robinhood Stock Tokens are **derivative contracts between the holder and Robinhood** that track a share price. They are not equity. Holding one gives no shareholder rights and no dividend. TERA is not affiliated with, endorsed by or sponsored by Robinhood or any company named here — their names identify assets, nothing more.

## Extraction and raids

Resources accrue inside a Land over time. Getting them out is the game.

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A raid. The guard is real, the plant has hit points, and the ore is counted.

### The owner's share

A Land drips 1% of what it holds to its owner every 24 hours, with no action needed. On top of that a Land can be worked twice a day: the owner going first takes up to 10%.

### Raiding

Another player can come and take some. A raider keeps 30% of what they pull, capped at 3% of the Land per raid — so a raid is a dent, not a robbery. After a Land has been looted it is protected for 24 hours, and its owner can still work it for up to 7%.

### Crew heists

A Singularity complex is too big to raid alone. A crew takes one together: somebody cuts the power, somebody cracks the vault, somebody hauls the bars out to the karts. Four slots, and anyone can fill the open one.

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Power cut, guards down, the vault door next.

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Vault open. The bars still have to reach the karts.

#### DESIGNED, NOT SHIPPED

Heists are designed and not in the game yet, and **how the take is split between a crew is not decided**. We would rather leave that blank here than print a number we then change.

### Shields

A Land can be shielded for 3 or 7 days. Shots stop dead at the fence.

| RULE                         | VALUE           |
|------------------------------|-----------------|
| Owner drip                   | 1% / 24 h       |
| Extractions per Land per day | 2               |
| Owner first, maximum         | 10%             |
| Raider keeps                 | 30% of the pull |
| Raider cap per raid          | 3% of the Land  |
| Owner after a loot           | 7%              |
| Loot protection              | 24 h            |
| Shield lengths               | 3 or 7 days     |

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## Agents

An agent is the character who does the extracting. Agents have levels 1–10; a level sets how much of a Land a single agent can pull, from 3% at the base to a hard ceiling of 10% fully upgraded. A holder can field up to 8 of them.

Agents are a separate, far scarcer collection than Land — 999 of them, auctioned after the Land mint. The ceiling is deliberate: an agent is a better agent, never an unbounded one, so a late holder is never priced out of competing.

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## The mint

3,333 Lands. The whitelist comes first, and it is open now at [teraworld.xyz/wl](https://teraworld.xyz/wl).

**No date is set.** When there is one it is announced on [X](#) first, and every page on this site is updated the same day. We would rather say nothing than name a day we then move.

The drop runs on OpenSea Studio as a scheduled whitelist mint, which handles the allowlist and the schedule natively. Land art, traits and allowlist are built and ready.

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## What ships when

Stated plainly, because a roadmap that blurs what exists into what is coming is not a roadmap. Everything marked **LIVE** you can use today, for free, without a wallet.

| PIECE                                | STATUS           |
|--------------------------------------|------------------|
| The 3-D city, multiplayer            | ● LIVE           |
| Driving, raiding plants, combat      | ● LIVE           |
| Your look, chat, voice, emotes       | ● LIVE           |
| Land art, traits and deeds           | ● LIVE           |
| Whitelist                            | ● OPEN           |
| Land mint — 3,333                    | ● NEXT           |
| On-chain extraction and raids        | ● AFTER THE MINT |
| Treasury and payouts                 | ● AFTER THE MINT |
| Agent auction — 999                  | ● AFTER THE MINT |
| Crew heists on Singularity complexes | ● DESIGNED       |

The economy is being built. It is not deployed yet: there is no token, no treasury holding and no payout today, and anyone who tells you otherwise is wrong. We are saying what we are going to do and then shipping it in public — the city went from nothing to a live multiplayer world the same way.

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# Risk

Read this part properly.

- **Nothing here is financial advice**, and nothing here is an offer of a security.
- **The economy is not deployed**. No token exists, no treasury holds anything, nothing pays out today. A Land bought at mint is art and a place in a game until the economy ships.
- **An NFT can go to zero**. Only spend what you are content to lose.
- **Robinhood Stock Tokens are derivatives**, not shares. No shareholder rights, no dividend.
- **Not affiliated** with Robinhood, Constellation Energy, USA Rare Earth, BlackRock/iShares, USCF, State Street/SPDR or Bloom Energy.
- **Plans change**. Where something here is dated or unscheduled, it is marked as such on purpose.

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Whitepaper v1, October 2026. The numbers here are read from the same constants the game runs on; where one changes, this page changes with it — and so does the PDF, which is generated from this page rather than kept beside it.