The Tackroom Builders Guide

Last updated: July 2026

The rule behind every other rule

Build to the land. Do not rebuild the land.

Every property sits inside a shared world. Flatten a hillside and you change terrain the whole server may ride through. Your property should look like someone settled the land, not like someone bulldozed a lot for one. We don't want to limit players creativity on what they build, however we ask that builds do remain "within" the map and not built in ways that is unnatural.

Two limits drive most of what follows. Server performance sets your entity count. Keeping the world looking like the world sets your terrain rules.

When a rule below leaves room for interpretation, choose the option closer to natural. Real Estate reviews with the same standard.

PART ONE: BEFORE YOU INQUIRE

Section 1: Are you eligible

You need the following before Real Estate will discuss a build with you.

Discord time. 30 days minimum in the Discord.

OR

Tebex tier. You can bypass the 30 days at any tier of tebex. For a YMap you must hold the correct tier before you inquire. No location is secured without the matching tier already active.

Funds ready. Locations are not held. Have the in game money available at the time of purchase; for native and ymap locations.

One home per player. Three characters still means one home.

Section 2: YMap Sizes, tiers, and cost

Build size	Tebex tier required	Entity limit	Purchase	Monthly tax on map
25x25	Supporter	100	$75,000	$7,500
50x50	Contributor	200	$150,000	$15,000
100x100	VIP or Sponsor	400	$200,000	$20,000

The entity limit is a ceiling, not a target. Real Estate may reduce your allowance if the surrounding area already carries heavy load such as Saint Denis, or other major cities.

Check your count in Spooner. Press X and read the **Obj** number in the upper right.

On map builds are capped at 50x50. A 100x100 build has to sit off map, or on a location Real Estate has pre-approved. Factor this in before you buy a tier, because a VIP or Sponsor tier does not entitle you to 100x100 on map.
You can see available plots on the website;
https://thetackroom-redm.com/real-estate/available-properties
Prices subject to change.

Section 3: Where you are allowed to build

Off-map building is strongly encouraged. Off-map plots get more flexibility on size and height, and they carry less risk of rejection.

Off limits entirely:

- Lavender Fields & Poppy Fields
- Heartlands
- Great Plains and Blackwater
- Tall Trees
- Heartlands and surrounding area
- Anywhere near Valentine or Emerald Ranch
- Anywhere near McFarlanes or Thieves Landing
- Anywhere near Pronghorn or Lavender Fields
- On map near Brandywine
- Horse Park, Little Creek, Blackwater Fields, and the Emerald Close surrounding area
- Popular trail ride and photo spots, the red flowers in Ambarino as one example
- Beaches, Guarma Beaches included

Availability shifts as players move and homes get removed, so the available homes on the website are not a guarantee for the next time real estate is open. Checking your chosen area in-game is your responsibility and not just by going off of photos.

Reserved public buildings are never for sale. This includes the Braithwaite Manor, Mayor's Mansion, Calliga Hall, Pronghorn, and Beechers.
Shady Bell is not available as of right now we are not adding MLO's (opening closed buildings or cleaning up buildings at this time)

Section 4: How to inquire

Real Estate usually opens the first week of each month and closes the last week so the team is able to catch up. This may vary depending on the month.

Channel status: Green means open for new inquiries. Red means closed.

This is an ENTIRELY NEW SYSTEM starting August 2026 - please read carefully.

1. Go to https://realestate.thetackroom-redm.com/apply and input **all** your information. Once you submit, please only submit the application one time.
2. Applications are recorded down to the millisecond of receiving them with completed information.
3. Staff will begin to process your application. Once they process it you will then get a tag in the active Real Estate inquiry forum in a new thread made by staff for you. This will be where you discuss everything involving your home. **PLEASE ONLY POST IN YOUR OWN THREAD.**

Do not approach Real Estate staff in-game about your property. Staff play the server too, all real estate discussion can be done in your thread, or in Real Estate Questions Channel.

If you are selling: Clear all furniture from your current home before you post. Furniture gets deleted when the inquiry is processed.
Checking the "Sell my home" box on the application does not automatically sell your home. This just is a note for staff on what homes need to be cleared out.

PART TWO: BUILDING

Section 5: Approved to build, what now?

You have 30 days from approval to finish and submit your Ymap. One extension is available if something comes up in real life; please make a ticket to let us know, and you have to request it before the 30 days run out. No request and no submission means the plot returns to the pool.

Import your property border

Coordinates of the area of your plot are in the plot listing locations, from there go to that location and spawn out your property boards. The campfire border shows your legal build area. Everything you place lives inside these lines.

1. Download the code from the housing inquiries channel. Download the file. Do not copy and paste from Discord.
2. Open the most recent file with Notepad.
3. CTRL+A, then CTRL+C.
4. In game, open Spooner with DEL.
5. Press J, select import/export.
6. Paste into the large box, not the URL field.
7. Click Import at the top right, then close the menus.
8. Still in Spooner, press X, left click p_fpole01x, select Go To. Falling through the map here is normal. Use /noclip to get back up.
9. Reopen Spooner, press J, name the save Home Border, hit save, exit.
10. Press X, then Delete All.
11. Travel to your approved build spot.
12. Open Spooner, tick Load Relative to Cursor, and load your Home Border save.

Hiring a builder

Tag @Builder in your Real Estate thread if you want help. Builders set their own rates and have the right to refuse work.

Keep the whole arrangement in the Real Estate thread. No DMs. The thread protects both sides and holds the unsolicited DM policy intact.

Section 6: Terrain and ground

This section causes more rejections than any other. Please read all of it.

Ground props

Ground props are the flat terrain planes in Spooner. Dirt, grass, sand, gravel, and rock surfaces all count.

Using ground props, or floor pieces (dirtyfloors) to flatten land is **not allowed.**
This does not mean you can't build an area around a building for a flat foundation - this is to have say a flat paddock.
You are not allowed to:

- Stack ground props to raise a pad, build a hill, or form a ramp out of group pieces.
- Lay ground props to bury a rock, stump, bush, or slope you do not want.
- Fill a creek bed, river, gully, or wash.
- Use sand or dirt planes as footing anywhere on the property besides a small area for photography.

Where flattening is allowed

You are allowed a level pad directly under a house, barn, or stable; like a foundation.

The pad must:

- Extend no further than 9m (use 9m rock line) past the footprint of the building.
- Try to have it sit flush with the surrounding ground on at least one side.
- Blend at the edges. Bank the transition rather than leaving a visible step, try your best to blend it in to the ground.

The pad must not:

- Extend into a yard, paddock, pen.
- Cover more of the property than the buildings sitting on top of the pad.

Work with the slope

Better approaches than flattening:

- Set the house into the hill so the uphill side sits lower in the terrain.
- Find the natural bench in the land and orient the building to match.

- Move to a different spot inside your border. Most plots have one place where a building seats cleanly. All plots have prior had YMaps on them.

Houses and stables still need 0 pitch and 0 roll. Level the building, not the ground under the building. This is so furniture is easy to place.

Section 7: Round pens, paddocks, and pastures

Fence the land as found. That is the whole standard.

Not allowed:

- Sand footing, dirt footing, or any ground prop inside a paddock/pasture
- Flattening or grading a pen area.
- Full arena style enclosures.
- Rails or panels laid down to mark a riding surface across open ground.

Allowed:

- Using sand, or the “bedding” for stall bedding within a stable space.
- Fenced pens on natural terrain, slope included.
- Gates, panels, and rails as fencing.
- 1 round pen area per property
  If you are using 2 round pen props on top of one another stacked that is fine.

Arenas

Arenas were discontinued on October 2025. No new arenas go into any YMap.

Existing arenas are grandfathered. You keep yours until you revise. A large revision, a rebuild, or re-ups of your Tebex tier all remove the grandfather status permanently.

Using large fenced pastures as an arena with no prop-placed footing - just fencing is allowed as these are not built up arenas.

Section 8: Structures

Try to Build from pre made buildings

It is highly suggested to use the pre-built buildings in Spooner. Assembling a house, barn, or shed out of individual pieces burns entity count and hurts performance for everyone loading your area.

Combining two open barns into one custom building needs approval first. Ask in your thread before you submit so the team is able to weigh the entity cost. Barns are limited to max of 8 stalls if custom building or piecing together buildings.

What you are allowed

- 1 house
- 1 barn, or a custom built barn holding no more than 8 stalls
- 3 to 4 exterior sheds
- Greenhouses and gazebos, kept reasonable. More than 3 gazebos and you may be asked to cut back.

Height

Do not build up.

- Nothing taller than a small windmill, on map or off.
- 1 small windmill on map. Off map you are allowed to size up to 1 medium windmill. Still 1 windmill either way.
- No watchtowers.
- No fountains. Fountains live in the furniture menu.
- No viewing decks and nothing built above the roofline of the house.

Real Estate approves exceptions in some cases. Ask in your thread before you build, not after you submit.

Stables

8 stalls maximum, whether you use individual stall props such as stall14 or a combined stable prop.

A sire stable is a separate premium feature and a separate cost. VIP and Sponsor only, $125,000 in game. Breeding adds $1,000,000.

Any stable added to your property stays publicly accessible. Other players will use the stable, and may run pop up events there. Real Estate denies stables where nearby stable coverage already exists.

Native homes are subject to approval. They must have a stable like location already on the property, and depend on proximity to other stables for a sire stable to be approved.

Fencing

- All fences must be jumpable.
- On map properties need pass throughs so riders are able to cross your land.
- No locked gates or doors.
- Doors, gates, and windows have to be built into the structure. Real Estate adds the swing function during implementation. Please be sure to add all doors, gates when building

Section 9: What is not allowed

No decorations of any kind, including:

- Lights and lanterns
- Hitching posts
- Signs
- Furniture: beds, cabinets, rugs, dog bowls, barrels, crates

Check your doors for “Static” in the name, or doors/gates that have a visual lock on them. These do not swing with our coding. For stable doors please make sure they have a hinge on the sides - and are not on “top rollers” like a rolling door.

Furniture goes in through the in-game furniture menu after your YMap is live. Do not build furniture into the map.

No greenery except k_foliage_ props.
No trees.
No rocks.

Nothing outside your campfire border.

Section 10: Mowing

Each YMap gets a set number of mowing spots per the tebex tier. Each is about the size of a small round pen; k_r_round_pen_04. Mowing never covers the whole property.

HOW: Place apples (p_apple01x) in your map before you submit, one at the center of each spot you want mowed. Leave them in the file. Real Estate pulls the coordinates during review and removes the apples.

Mowing happens when your map goes into the server. Nothing gets mowed before then.

Mowing clears grass. Mowing does not remove trees, rocks, large cacti, or large bushes.

Additional Mowing Spots

Starting August 2026 we are offering additional mowing spots for Add-On Tebex packages. VIP & Sponsors will have included up to 3 mowing spots, Contributor & Supporter will have up to 2 included mowing spots.

If you wish to add on more spots - or if you'd like to request a mowing spot at a Native home you can purchase a Landscaper add on pack from the Tebex store.

You can have a MAX of 5 locations mowed on your property. Mowed areas do not transfer if you move. In addition to the Tebex Add-On you'll need to also pay $10,000 in-game currency. Each location needs to be requested in your Real Estate thread by using the same Apple method.

Please do not buy an add on package unless prior approved by Real Estate.

PART THREE: SUBMITTING

Section 11: Pre submission checklist

Run all of this before you post. You get one revision, so use this list.

Count and placement:

- Entity count is under your limit. Press X in Spooner and read Obj.
- No duplicates, press "N" and you can see if there are object numbers stacked ontop of one another - which means it's probably duplicates.
- Everything sits inside the campfire border.

Terrain:

- No ground props anywhere on the property.
- Any pad under a building stays within the footprint rule.
- No pen, paddock, or pasture has been flattened.
- No sand or dirt footing anywhere, except potentially for a photo area.

Structures:

- 1 house from the approved list, 1 barn, 3 to 4 sheds.
- 8 or fewer stalls.

- Nothing taller than a small windmill. 1 windmill maximum.
- House sits at 0 pitch and 0 roll.
- Doors, gates, and windows are built in; not using gates or doors with locks or “Static” in the name.
- Fences are jumpable, gates unlocked, pass throughs present if on map.

Clean:

- No furniture, decor, or lighting.
- No greenery except k_foliage_.
- 2 apples placed for mowing.

Section 12: Export and submit

1. In Spooner, open the export menu.
2. Drop the arrow on the left and change the format to **YMap**. The code in the box changes.
3. Copy the code.
4. Save to your computer with Notepad as playername_size.ymap.
5. Post the file in your Real Estate thread and ping Real Estate. This is your second and final ping.

Send the file, not pasted text.

Section 13: Review and revisions

You get one revision after your initial submission. Staff will review the file, add all the appropriate flags for door, and snow removal - then implement into the server for you to review. Please thoroughly check at this time as you’ll have 1 change to fix any issues with your map at this time.

Small revision covers small fixes. A revision does not cover an overhaul. If your build needs major work, you are rebuilding inside your 30 days, not revising and you’ll need to wait until your 30 days is up to possibly apply again to build..

Double check against Section 11 before you submit. The checklist exists because the revision allowance is single use.

Resubmit in the same thread. Do not open a new one.

PART FOUR: AFTER YOUR YMAP GOES LIVE

Section 14: Changes and cooldown

Live YMaps are not pulled for edits on request. After your one revision, you wait 30 days before any further change or before inquiring about a move.

Changes past that point need a Tebex revision package:
Small revision. Doors, gates, fencing. Revision pack plus $5,000 in game.

Large revision, under 50 percent. Moving fences, gates, or doors, adding a building. Revision pack plus $10,000 in game.

Full rebuild, over 50 percent, or a move. Active Tebex tier at the time, plus the full cost of a new YMap.

A large revision or a rebuild removes any grandfathered arena permanently.

Changing your stable location: If you are moving your stable location to another plot. You will need an active tebex tier that is appropriate for stables at that time (VIP or Sponsor), and an additional in-game of $125,000 however, if you prior had breeding and paid for the breeding this can be added without additional charge.

Section 15: Moving your YMap location

Two things to know before you ask to move.

There is no clean way to move a build. Ground height, pitch, and terrain are different on every plot. A build that seats cleanly on one plot will not seat on another. Moving means rebuilding your entire YMap from scratch on the new plot. Treat every move as a full rebuild: active Tebex tier at the time, plus the full cost of a new YMap. See Section 14 for the cost line.

Section 16: Keeping your property

Activity. Play 10 hours every 30 days. Check yours in the bot channel with /info self. Tebex supporters skip the hourly requirement, though 45 days without a login puts your home at risk of repossession either way as we want to make sure everyone being a homeowner is active.

Taxes. Due every 30 days from your purchase date. One free miss. Open a ticket if real life gets in the way so Real Estate is able to hold your home. Repeat misses lose the property with no refund.

Discord. If you leave the Discord and your home is removed 24 hours later. The YMap file gets pulled. Rejoining means starting the whole purchase process over.

Moving. Available 30 days after your move in date. Real Estate returns 50 percent of your purchase price. A home repossessed for inactivity returns nothing.

Selling. Player to player sales are not allowed. Contact Real Estate to move.

Renting. Renting your house for money is not allowed. Free rooms and free house access are fine. Money passed to you for taxes counts as a gift and will not be refunded. Withdraw permissions any time through the /house menu.

Once a YMap owner gives up the property, the YMap is pulled from the server permanently. YMaps are never resold, but the plot of land may be resold.

Housing limited to one per player. Three characters, one home.

Glossary

YMap. The map file holding your property. What you export and send to Real Estate.

Entity. One prop. Your entity count is the total number of props in your build.

Spooner. The in game build tool. Open with DEL.

Piecer. A building piece prop. Wall section, floor plank, deck panel.

Ground prop. A flat terrain plane prop. Dirt, grass, sand, gravel, or rock surface.

Pad. Level ground under a building.

Campfire border. The flagpole and campfire props marking the legal edges of your plot.

Noclip. Free camera movement. /noclip.

Pitch and roll. The tilt of a prop on two axes. Houses need both at 0.

On map. Inside the game world map boundary.

Off map. Outside the playable map boundary. More flexibility on size and height, and encouraged.

MLO. A fully custom interior build, distinct from a YMap.

Questions go in the Real Estate channel. Bugs go in the Bugs channel.