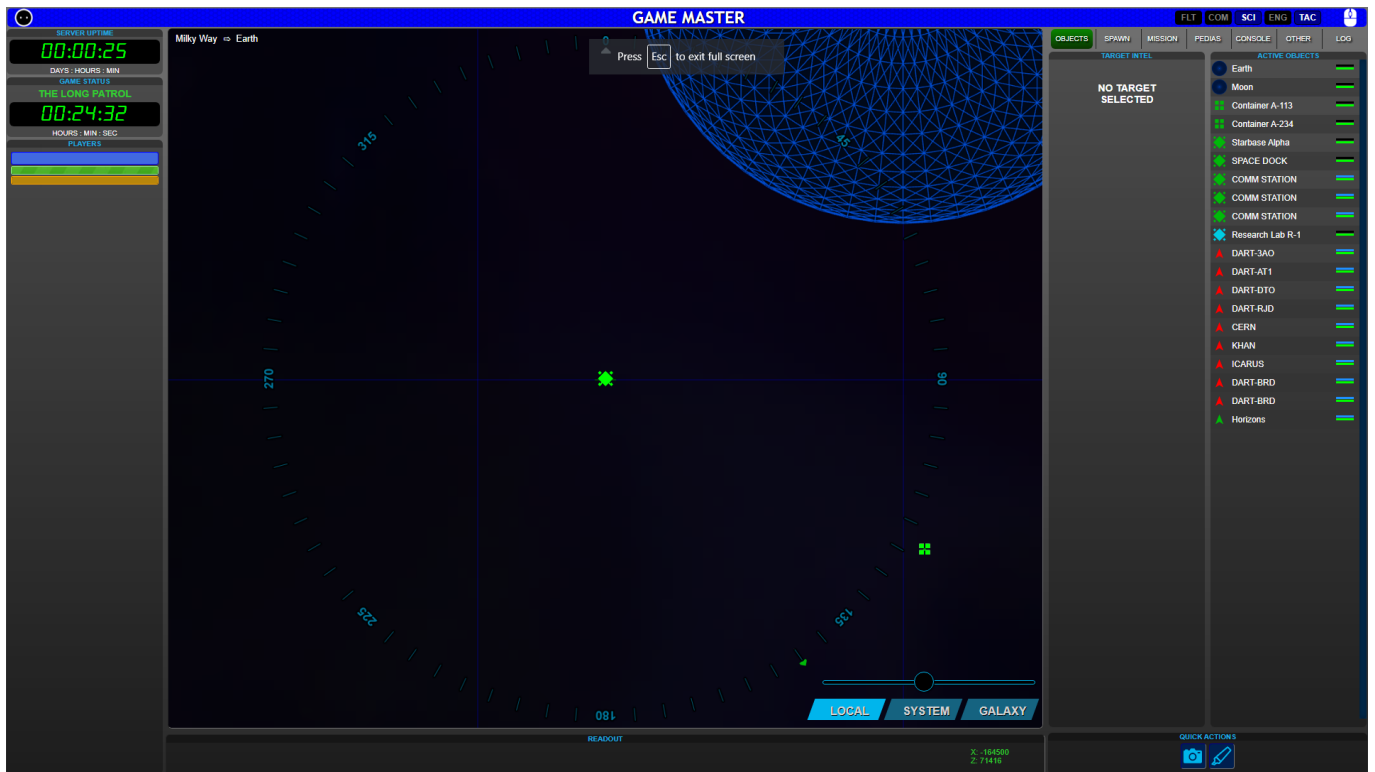


# Game Master Screen

This is the screen that the Game Master (GM) can use to interact with the players in the Horizons. This will probably become its own section later.



## Features

To be Filled out in GREAT DETAIL . . . . Later.

- Bridge Stations : [Flight](#) | [Tactical](#) | [Operations \(Comms\)](#) | [Science](#) | [Engineering](#) | [Captain](#)
- Ancillary Consoles/Displays : [Center](#) | [Stellar Navigation](#) | [Stellar Body](#) | [Star System](#) | [Alert Status](#) | [Shield Status](#) | [Cargo Hold](#) | [Radar](#) | [IRIS](#)
- In Progress (Incomplete) Consoles/Displays : [Crew Roster](#) | [Collision Alarm](#) | [Dashboard](#) | [Deck Status](#) | [Target](#) | [Scan](#) | [Vessel Status](#)
- Admin Consoles : [Game Master](#) | [Mission Control](#) | [Mission Status](#) | [Designer](#)

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