

# Tutorials

It is one thing to know how a menu works but it is another to see how someone uses it. The following tutorials are designed to take you on a ride-along with designers from the Horizons community to see how they use the game design tools.

## Featured Tutorials



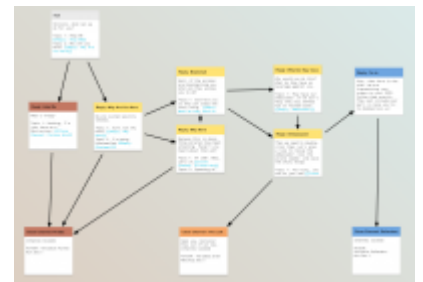
### Creating a Sample Encounter - [Read Now](#)

A basic guide to creating a random encounter at the Mission or Module level.

*Video walkthrough coming soon!*

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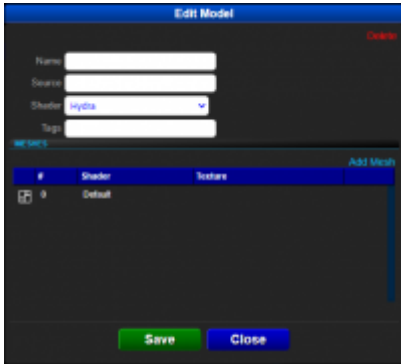
### Creating a Sample Dialog Tree - [Read Now](#)



Follow along with Jazzy as he uses dialog groups, text, topics, and actions to create an interactive dialog tree that directly impacts the story of the mission.

*Video walkthrough coming soon!*

## Adding a Custom Model - [Read Now](#)



*This tutorial is coming soon!*

A basic step-by-step guide to adding models into Horizons.

## Tutorial Catalog

### Mission Design

[Creating a Sample Encounter](#)  
[Creating a Sample Dialog Tree](#)

### Models & Vessels

[Adding a Custom Model](#)

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