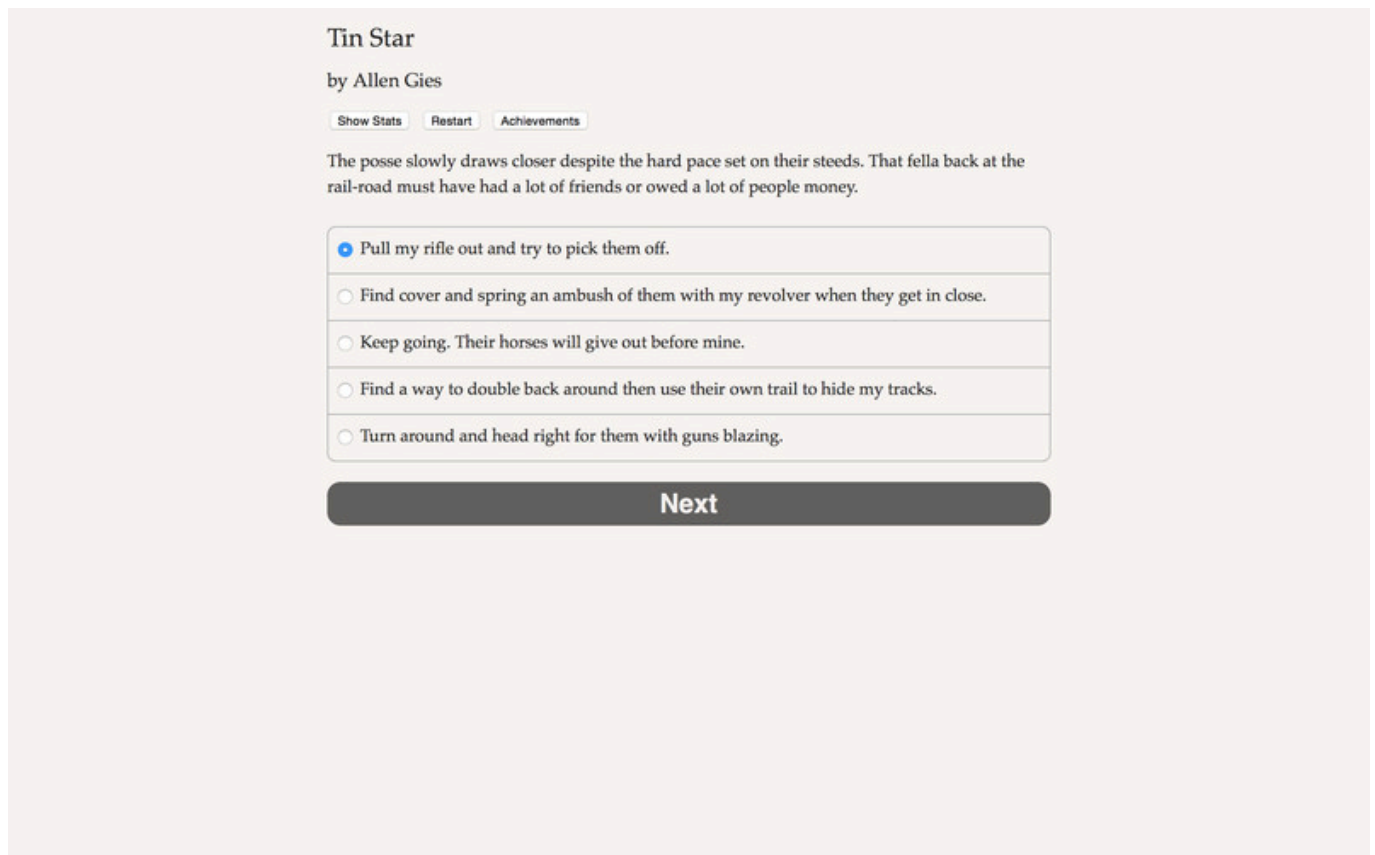

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About This Game

Ride out into the Old West as a U.S. marshal in the biggest interactive novel ever made!

Tin Star is an interactive western mystery novel where your choices control the story. The game is entirely text-based--without graphics or sound effects--but powered by the vast, unstoppable power of your imagination.

It's 1,376,197 words long. You'll read 80,000 words each time you play.

Confront outlaws, find romance, defy the elements, and craft an enduring legend as you uncover a conspiracy whose deadly web stretches from San Francisco to New York City.

Title: Tin Star
Genre: Indie, RPG
Developer:
Hosted Games
Publisher:
Hosted Games
Release Date: 21 Feb, 2014

a09c17d780

English

Tin Star

by Allen Gies

Show Stats

Restart

Achievements

Maria looks up from a bound book, tilts her head ever so slightly to the side and lets midnight locks drink in the sunlight, "Marshal, what an unexpected surprise."

- ☒ "How are you feeling today?"
- ☐ "Is that bible in Latin or Greek?"
- ☐ "So, how many books did you bring from Mexico?"
- ☐ "Have you read the 'Iliad'?"
- ☐ "I keep wondering if you be staying here through the winter?"
- ☐ "Can I ask you something personal?" [Start Romance]
- ☐ "Would you be interested in a nice game of chess?"

Next

Tin Star

by Allen Gies

Show Stats

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Achievements

You put a spur to your horse's flank and take off at a gallop toward the train. As you ride near, the steam whistle shrieks from the locomotive. The rogue clearing crew hurries off the track as the big wheels begin to turn. One by one, those men swing themselves onto the cars as they to pass by. Not long afterward, the shots from their rifles cracks out above the churn of the engine.

- ☒ Ride as fast as I can and get on board that train.
- ☐ Return fire.
- ☐ Shoot at the stack. Not only will it reduce the engine's draw but also throw smoke and cinders down low over the cars for cover.
- ☐ Have Yiska's Shoshone open fire.

Next

Tin Star

by Allen Gies

Show Stats

Restart

Achievements

Miss Caraway's storm gray eyes fix upon you the moment you enter the silent saloon. The still smoking pistol in her grip is unwavering and her voice is as cool as a midnight breeze as she says, "You're that marshal who slapped the rings on Tumbleweed Jack. What do you want here?"

- ☒ "To get a drink."
- ☐ "What's your name?"
- ☐ "Mind if I take a seat?"
- ☐ Idly adjust my marshal's tin-star.
- ☐ Skin out my pistol before she can fire.
- ☐ Back out and leave the saloon.

Next

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A very thought through and fun game. Well worth the price!. In Tin Star, you play a US Marshal, presumably occupied with Honor, Law, and Order (there are stats for each category). My primary complaint about the game is that it offers too much individual freedom, to the point of departing from its premise. What kind of Marshal blows up dams, robs wagons and shoots people under no provocation? While many scenarios have diplomatic solutions, violence isn't only a last resort. In other words, I think the story might have been more convincing if the player had other careers to choose from, as opposed to being made a Marshal by default.

That being said, any fan of RPGs should welcome Tin Star. It's constructed like a massive Western D&D campaign and is both one of the longest and most interactive titles by Choice of Games. The challenges it offers are numerous and inventive, avoiding the grindy repetition typical of the RPG genre.

. Come summer and come sales, can't say I regret picking up this Marshal's tale.

Buying this game at 0.99 euros I feel I should have paid more, because what I got out of it was a great text based choose-your-own-adventure story, where my choices mattered and I became the darndest best Marshal in the whole of Lander County.

For anyone looking for a great text based game where you can make your own choices that will impact the world, this is a good game for you. The wild west is a lawless place, so you'd better strap up and bring some law.

If I knew how good this game was before I bought it on sale I'd have bought it when it wasn't on sale, because the studio that made this certainly deserves the full price of 4.99 euros, if not more.

+Support from me, great game.. I've played a number of these text adventure games, and not just from Hosted. They've been somewhat of a passion of mine; the idea of controlling a story is a great one, and a text based game allows for more depth in every choice whereas other games may not.

That being said, Tin Star is one of the greatest "choose your own adventure" games I have ever played. The claim that this game has over a million words sounds like there will be long, boring paragraphs of unnecessary flavor text, but that's not the case at all.

Sure, the game can be long winded, but only when describing an important scene. Words aren't thrown about carelessly and are used to craft the experience at nearly every turn. This game is long in the best way, always dropping new and intriguing characters and challenges for you to overcome as the Marshal of Lander County. It's great, and don't let that long word count put you off. There is a lot of GREAT content to be had here.

That said, the story itself is stellar. Without spoiling much, you are the new Federal Marshal of Lander County, a wild western place out around Nevada. You will face a multitude of interesting problems, facing off with interesting villains, making great friends, battling the elements, and truly role-playing your own character.

I'm serious when I say this is a true RPG. You create your own backstory and name; they don't make you play as a pre-existing character like some of them. You can be as mean or kind as you want, as persuasive, intimidating, or deceptive as you want. You can use your head, friends, or just your guns to overcome your problems. You have stats to level that affect things, hundreds of choices, big and small, that affect who you are, how people think about you, and how the world changes. I have NEVER seen this much freedom in one of these games. Sure, the progression of the story is linear, as you will always face the same setpieces in the same order, but you have so much freedom when it comes to tackling everything.

I mean, when dealing with potentially dangerous situations, you almost always have the option to just say "it" and pull your pistol and start shooting. You could talk everyone down, or try to, but why do that

when your choice of four or five pistols is hanging on your hip? Hell, I'm fairly certain you can kill half the named characters in the game by just shooting them when you first meet, and I'm not talking about the bad guys!

I can't recommend Tin Star enough if you are a fan of these games, and if you aren't a fan, this will make you one. Go play it, and become the sheriff you want to be. It's awesome.. Regerdless of the fact of how many words this game boats or how many times you can replay it, this game is not SIMPLY a game, it is a story, a novel with the aspects of a game, and it was and is beautiful every time you play through it, because you begin to become your character and embrace them, they stop reflecting you and you start reflecting them.

Basically, buy the game, it's super amazing.. This story was highly addictive and contained all of the best parts of reading a book, combined with the decisions made while playing video games. I really hope there are more like this.

I'm not one for novels and stories. I'm the person that prefers to watch movies instead. I would never have expected to enjoy this game so much.

It looks so simple yet you can spend so much time on it. It's that 'choose your adventure' book you had as a kid with much more paths consequences and even stats.

There's more RPG elements in this game than any game out nowadays that has an alignment system and is 100% story driven. Each action you take generally has a consequence and it'll put you into situations that will make you really ponder about how to go about things.

The writing is also quite brilliant minus a few grammatical errors.

9/10 for a game like this.

I would say this game is worth the full price tag, and you'd be a fool not to grab it when it's on sale if RPG is your thing.. An interesting choose-your-adventure book. It was a good read and I felt rather immersed. It is worth the low price tag.. Firstly I would like to note that I stumbled upon this Game out of chance from pure boredom seeking a new game worthy of a dollar or two,

Tin Star blew my mind and exceeds all expectations promised by the developer, not only did Tin Star keep me on my toes it made me second guess my decisions and discuss my last chapter to my partner long after I completed said Chapter, Tin Star invigorates your imagination and allows you to fully immerse yourself in an 1866? World.

I support Special Needs Kids and I have given the rights to a few children who don't particularly enjoy reading, with a little assistance they as I do love the book and the story that begins to unfold by the thought of your decisions.

I know I am Rambling never the less I love this Tec Based Game 10 Polished Tin Stars out of 10 Dead Raiders.. Very interesting Choose Your Own Adventure game. If you liked any other games from the "Choice of..," series and not sure if this game is for you, you should most certainly buy it.

The atmosphere of Wild West is strong with this one. If you wanted to find out how it feels like to be a marshal in 1860's with fairly vast freedom of choice I recommend this game for you, especially for this kind of price.. Great. Like a Telltale game, but with more impactful decisions. Only difference is that you have to make up the graphics in your head...but I'm fine with that.. I am thoroughly impressed by the vast amount of choices and how they changed the story, it was all just perfect. Tin Star is so well accomplished as a whole: engrossing characters, thrilling story and seamless interactivity. It also has a good level of freedom of choice. Persuade, create a deal or just shoot to kill many of the criminals you'll meet. There's also turns to improve skills and side stories between the main story leading to the telling of your legend and showing how you affected other characters at the end which is a cool feature, and there's a song too! (it's only lyrics but man it adds to the feel).

That being said, it is hard to even imagine the effort and hours put into this game. Kudos to the writer! Anyone who appreciates a high quality CYOA should get this gem - even if westerns aren't usually your cup of tea.. Choose your own adventure game, I used to have many books like this some fifteen years ago, even though I recently saw them appear on Steam I never bought one. This one being set during the Far West period (not sure if you really call this period that name in English?) and the price not being too steep I decided to make the jump.

What a good decision it was, since I picked it up I haven't been able to stop till now to write this review. Story is good, it seems that the decision you make really influence the plot, romance isn't taking too much of the script which is good since I hate when these things take a too big part in game or films.

If you have a decent English level especially a decent vocabulary and a good reading comprehension you shouldn't have too much trouble to understand everything.

This reminds me of the great series Deadwood. (watch it if you haven't yet)

Do I recommend this game? Yep, two thumbs up.. I'll be honest, there was a lot more homosexual romanticizing available than I

expected.

However, that's to be expected. Everybody's basically a cowboy in their own right. (\u0361\u00b0 \u035c\u0296 \u0361\u00b0)

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