BEN THERE, DAN THAT!

'Ben There, Dan That!' is a knockabout point-and-click comedy game.

Written by and somewhat-narcissistically starring heroes Dan Marshall and Ben Ward, it's bursting with bold cartoon graphics, laugh-out-loud dialogue, colourful characters, some frames of animation and nearly 100 different sound effects!

You join Dan and Ben in a bit of pickle. Our heroes, two layabout geeks who always seem to find themselves knee-deep in high-adventure, are stuck in deep Peruvian jungle.

After a series of unlikely events, Dan has been killed, and it's up to Ben to reanimate him before they can get back home. And that's where you come in! Ben has found almost everything he needs, but you might have to scour the jungle for a few more. Try looking around, and picking up any interesting or useful objects…

Playing the Game:

The controls for playing *'Ben There, Dan That!'* are pretty simple. Use the right mouse-button to cycle through verbs. As you cycle through, the cursor will change to reflect what verb you've selected. Hover the cursor over an object and click the left mouse-button perform that action on the object.

You can also excitingly use your keyboard to change to each of these functions - **W:** *Walk To*; **U:** *Use*; **L:** *Look At*; **T:** *Talk To*; **D:** *Use Dan*; **I:** *Use Inventory (if applicable)*; **TAB:** *View Contents of Inventory;* **F5:** *Save*; **F9:** *Load*

Inventory:

Ben carries all his collected items in his stylish hanky-on-a-stick accessory, which he carries in his pocket. To access it, move your cursor to the top of the screen (Ben also keeps his volume and text speed controls, and save/load/quit options here).

Select an item you want to use, and it will become another option in your cursor cycle. Or just examine it over and over again, you covetous beast, you. Remember, you can use one item in your hanky-on-a-stick with another, just like in real life. Less realistically, the universe pauses whenever Ben accesses his pockets.

Talking to Characters:

Conversations in *'Ben There, Dan That!'* are dead easy. Click on a character with the 'talk to' icon, and choose what you want Ben or Dan to say from the choice of dialogue onscreen. Don't worry though; this isn't a Warren Spector game, so you can say whatever you want without consequence, often as many times as you like! Sometimes you'll need to talk to people for clues or to further your progress, and more options may appear later on.

Bit stuck?

Don't worry! Stop crying! Here, look: here's a spoiler-free Hints Guide! All better now.
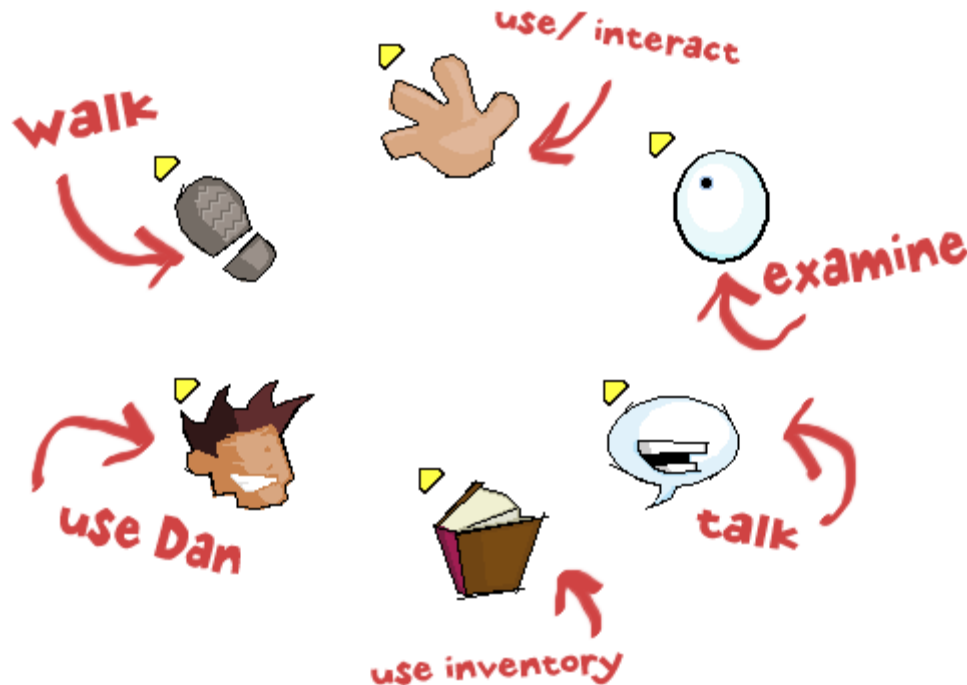
You join Dan and Ben in a bit of pickle. Our heroes, two layabout geeks who always seem to find themselves knee-deep in high-adventure, have inadvertently become the **Rulers Of Earth**. After a series of unlikely events, Dan and Ben's evil future selves brainwashed the world's population into worshipping them. Thankfully, the idiotic future counterparts also accidentally erased themselves from existence.

Unfortunately for Dan and Ben, ruling the world is proving to be a somewhat tricksy job, which they have managed to completely mess up- and that's where you come in!

Playing the Game:

The controls for playing TIME GENTLEMEN, PLEASE are pretty simple. Use the right mouse-button to cycle through verbs. As you cycle through, the cursor will change to reflect the verb you've selected. Hover the cursor over an object and click the left mouse-button to perform that verb on the object.

You can also use keyboard shortcuts, if you want to feel like one of those hardcore hacker geeks from the movies:

W: walk to, **L:** look at, **U:** use/pick up, **T:** talk to, **D:** use Dan with, **I:** Inventory item.
Tab: open inventory, **F5:** save F5, **F9:** Load, **O:** options, **. or Left-Click:** skip line of dialogue, **Esc:** skip cutscene/ quit, **H:** help.

Inventory:
Ben carries all his collected items in his stylish hanky-on-a-stick accessory, which he carries in his pocket. To access it, move your cursor to the top of the screen (Ben also keeps his option menus here). Select an item you want to use, and it will become another option in your cursor cycle. Or just examine it over and over again. Remember, you can use one item in your hanky-on-a-stick with another, just like in real life. Less realistically, the universe pauses whenever Ben accesses his pockets.

Pro-tips:
 Double-click with the walk cursor to make Dan and Ben power-walk. Use right mouse button to examine items when your inventory's open. If you're playing without sound, turn on the closed captions, so you don't miss any aural clues or ambience.

Talking to Characters:
Conversations in TIME GENTLEMEN, PLEASE are dead easy. Click on a character with the 'talk to' icon, and choose what you want Ben or Dan to say from the choice of dialogue onscreen. Don't worry about choosing the wrong thing –you can say whatever you want without consequence, often as many times as you like! Sometimes you'll need to talk to people for clues or to further your progress, and more options may appear later on. Handily, any options you choose are dulled out, so you can remember what you've said. You can still choose them again, though, and they may still lead to further unused or new options.

"I'm stuck on a bit!"
If you're stuck in an adventure game, try looking at, using and talking to everything. If you haven't looked at everything, you're not stuck. The hints and clues are there for you, some of them subtle, some of them less so. Try to sit back, enjoy the ride and have a good think, instead of just running to the internet. There's no hurry whatsoever.

Previously, with Dan and Ben:
TIME GENTLEMEN, PLEASE is the sequel to [the award-winning BEN THERE, DAN THAT](). If you want to chuckle knowingly at clever running jokes, you should play that first. It's not strictly necessary, since the 'plot' is explained for you at the start of TGP through the magic medium of lights and sound.

Contact:
If you have any questions/ problems, pop on by to [www.zombie-cow.com/forum]() or drop me a line to [dan@zombie-cow.com]()

Enjoy!