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. They're basically ripped off of *Sam and Max Hit the Road*, just like all our dialogue, puzzles, and even the manual you're currently reading. 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 verb on the object.
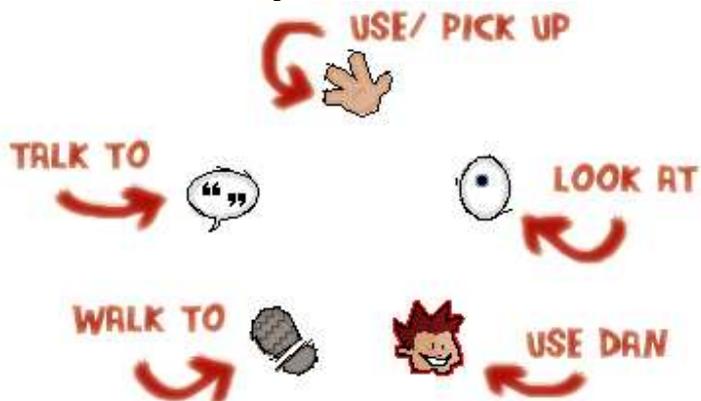
You can also excitingly use your keyboard to change to each of these functions - **W:** *Walk To*; **U:** *Use*; **L:** *Look At*; **T:** *Talk To*; **D:** *Use Dan*; **I:** *Use Inventory (if applicable)*; **TAB:** *View Contents of Inventory;* **F5:** *Save*; **F9:** *Load*

 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.

Death Of The Adventure Game
'Ben There, Dan That!' is an 'adventure game', a genre that once ruled over all video games, but now struggles to survive. You complete it through lateral thinking, rather than reflexes or hand-eye coordination. There's no sudden-death situations, just objects to use, people to talk to and puzzles to solve. If you enjoy this game and want to play more like it, maybe with even better audio production, check out the old LucasArts adventure games, the handful of current adventure games, or the thriving indie scene.