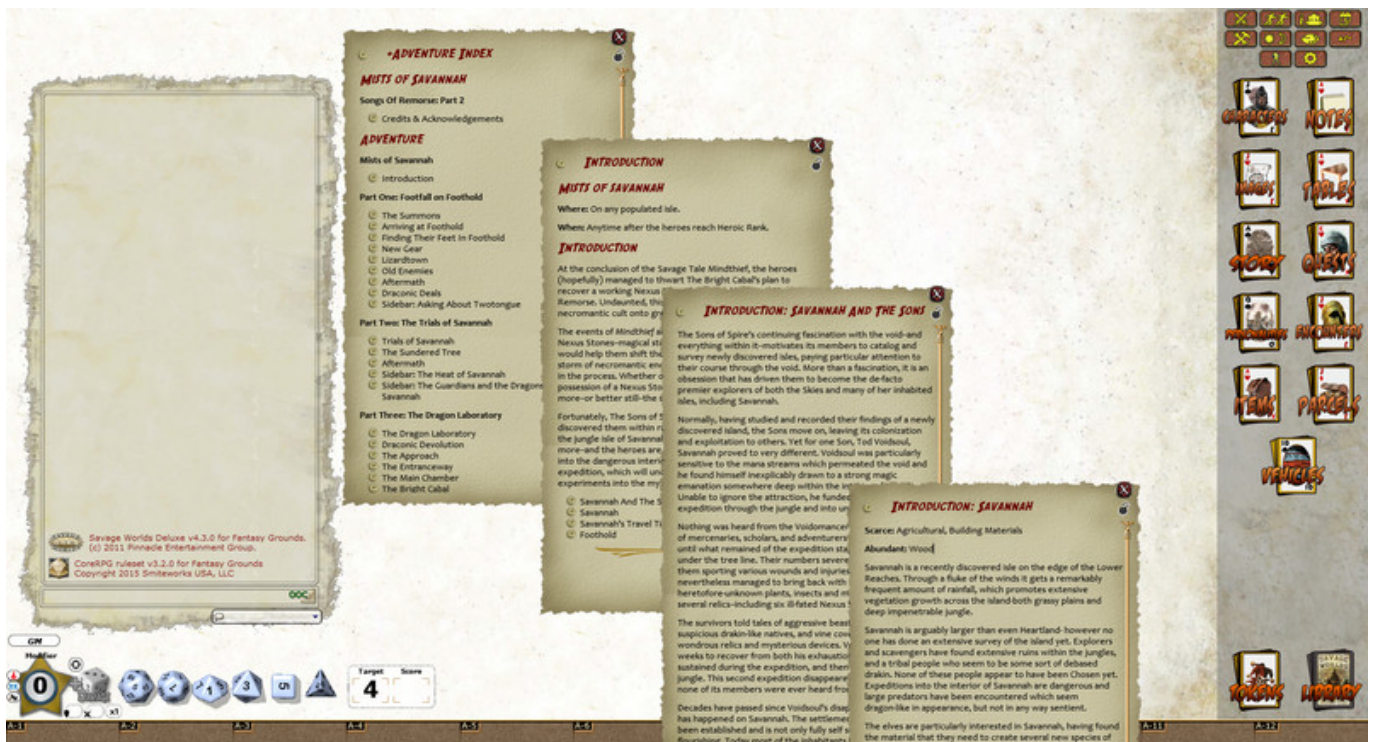


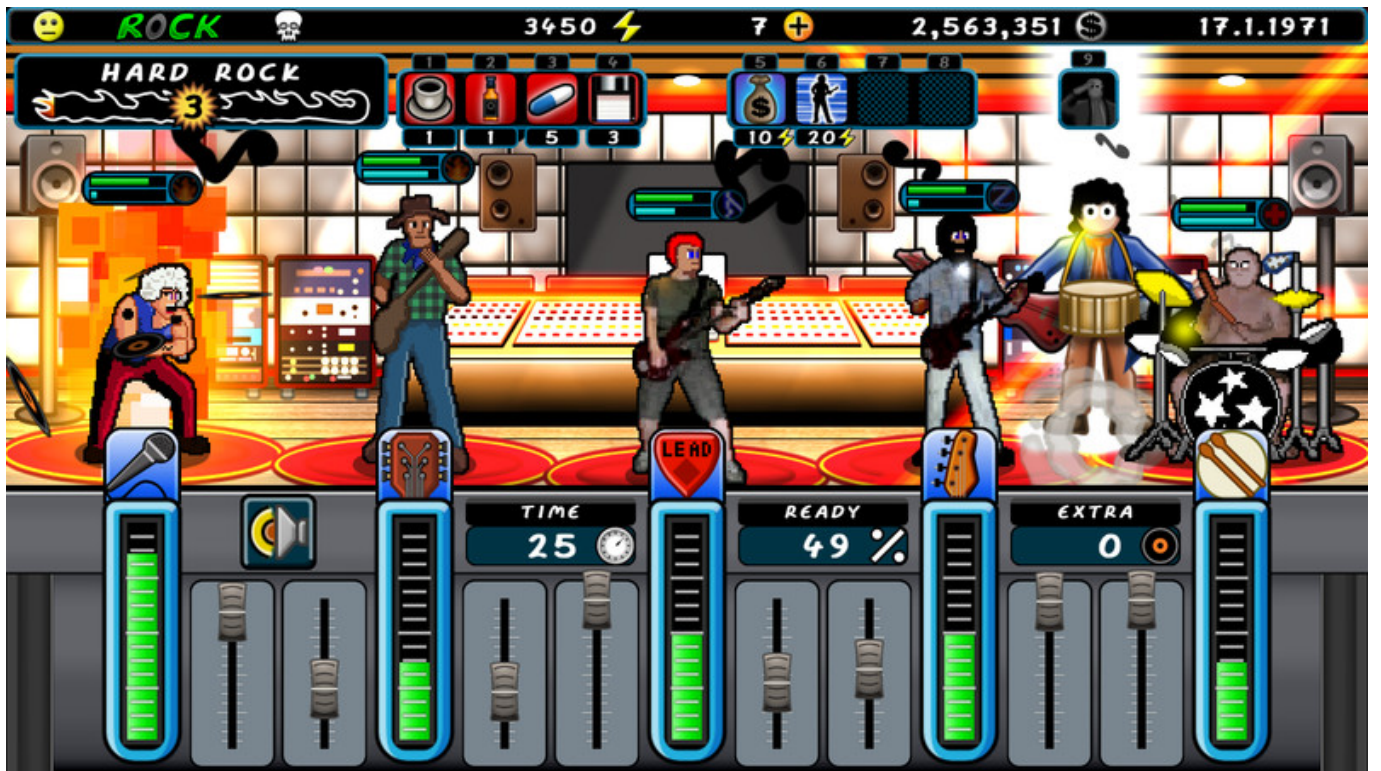
Time Gentlemen, Please! And Ben There, Dan That! Special Edition Double Pack



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 Martyn Ref lect HP 100 TP 13M150	 Jayne HP 100 TP 18M150	 Cleanna HP 90 MP 75	 Sir Dannon HP 150 MP 10	Attack Class Guard Items ▼
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Ben There, Dan That and Time Gentleman, Please! Are adventures in the classic point and click mould. That being said they are thick with humour, sometimes lewd, and anyone unprepared for a bit of British \u201cbanter\u201d is in for a rude awakening. The puzzles are generally good, although comparable to some of the more confusing 90\u2019s offerings at times, and if you can tolerate the graphics and repetitive sound, and would like something a little different, these two games are unlikely to disappoint.

Humour is something that can be difficult to get right\u2026we all have a sense of it, though more often than not it merely tingles rather than erupts. And that\u2019s obviously because different people find different things funny, and so going pedal to the metal towards a comedy point and click adventure is rolling the dice. And to be completely honest with you, I almost abandoned these two games because of all the funnies\u2026and this coming from a Brit with an understanding of the in-jokes and fourth wall breaking references.

Ben There, Dan That and Time Gentleman, Please! are peas in a pod, the former effectively serving as a more basic demo of the latter, setting the stage for Ben and Dan\u2019s real adventure. They echo the old school style of point and click from the 90\u2019s (Lucasarts not Sierra) rather than the more modern take we see today from the likes of Wadjet Eye. In practice this means at times the puzzles stray away from the more logical solutions that are more common in later games. In fairness this isn\u2019t really a problem in BTDT, and only becomes particularly frustrating and skewed near the last section of TGP where, for me at least, I was pulling my hair out trying to work out what I should be doing. However, it\u2019s the clever puzzle design that kept me playing. Hat\u2019s off to Size Five Games here, because by the time I\u2019d become sick of the comic interplay between the characters it was the strength of the puzzling that kept me going.

Both games use an unusual interface where the left mouse is the tried and test action or walk button, whilst the right rotates a mini menu between options that activate with left click (walk, talk, examine, item use or Dan use). It took me a while to get used to, but it works well enough with the more standard inventory system in which your items get stashed. And a stash is indeed what you will accrue in TGP, as the game has a habit of not tying up puzzles or items, leaving a multitude of options and potential confusion. This isn\u2019t helped by the common problem of being left in the dark about what to do or where to go next. Both games have an overarching plot but at times don\u2019t really break this down so well into objectives, leaving a player a little reliant on eureka moments.

It\u2019s that tortuous puzzle structure that at times can feel like a little too much of a throwback, and admittedly made me reach for a guide once or twice. They\u2019re generally fun little brain teasers that make sense, but certainly those coming from more modern games are likely to feel frustrated at times, and whilst Dan does offer advice on occasion, a more formalised hint system would have been nice. Again, these problems tend to be limited to the later parts of the second game, and at that point the humour will likely have worn you down, so it\u2019s not an egregious problem and it left me more disappointed with myself but not recalling my old moon logic skills.

The graphics are definitely going to be a barrier to some people, in that they're most definitely a retro project. However, they\u2019re both nice looking, stylised games with a unified aesthetic and generally once past that initial bump won\u2019t be a problem at all, with TGP crisper and better looking than its predecessor. The music does get a tad annoying though, with prevalent repetition and simple themes. Personally however, the biggest issue for me was the walk animation for Dan and Ben\u2026their spidery legs flip flopping around as they moved was like nails on a blackboard for my subconscious. There were however two problems that the graphics and UI caused. Firstly, there are going to be one or two pixel hunts, especially if you\u2019re playing in the standard small window, which is expected but no less irritating.

However, what was incredibly annoying was the occasional inability to select something with the cursor, either not highlighting at all or selecting the wrong thing. More than once was this a problem and held up several puzzles due to missing small or hidden objects that might be assumed to be background art.

So the big one that we\u2019ve so far skirted around\u2026the humour. These games are thick with British pub humour, old references and swearing. To start with it\u2019s endearing, but over time it can become a tad

clinging, with almost every exchange quip laden, every sentence some kind of joke or comic aside. On the whole the humour is good, and there aren't any obvious dips, but the quantity of jocularity can become fatiguing, and at times it's just too much of a good thing. This could certainly be thought of as the unique selling point of the games, and what with the generally good puzzle design and dialogue makes them stand out. But be very aware that you're in for machine gun jokes and bad language—something that whilst might be normal in a pub environment really isn't in an average game!

BTDT and TGP could be considered lost gems from the heyday of the genre, and certainly fans who want something a little different are unlikely to be disappointed. However, the overall narrative is somewhat shallow at times and can lead a player to head scratching moments of confusion—Hitler and his Nazi Dinosaurs must be stopped, and coat hangers erased from history (yep you read that right) but what am I supposed to be doing next? This is made more problematic by the multitude of locations available and inventory items to use, something which tends to be more streamlined in modern games.

Go in to these games for a good time, don't be too scared about reaching for a guide (though please do try first as most of these problems are cleverly constructed) and there'll be very little to disappoint. Offering 6 to 8 hours of gameplay it's a bargain, more so during any sales. And for the record this is exactly what British people are like—exactly—to think we used to have an empire!. REALLY WISH I HADN'T BOUGHT THIS GAME. its a tiny inch screen, no way you can change it to full screen spoils gameplay in my opinion.

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