

Time Gap HD

Reviewer's Guide



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Sci-Fi Adventure

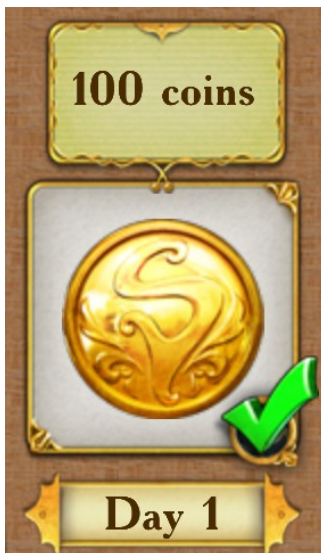
Time Gap: The Mysteries of the Lost Civilization is a free-to-play hidden object game targeted at casual audience. It offers players to make a space-time leap and explore the deserted Earth. Estimated gameplay time is about **40 hours**.

Plot

While sitting in a cafe you lose consciousness because of a bright spark. You come to senses to find yourself alone in the whole world. Now you are to discover why and where people are gone and how to return them. The notebook keeps key points of your investigation.



Time Gap is an experiment of **implementing social games principles** into a casual hidden object adventure. Above all it concerns:



- **Daily Bonus**

During 5 days a returning player gets more valuable bonuses.

- **Experience levels system**

Every effort brings a player experience points. The higher level you achieve, the more locations and features you unlock.

- **Energy bar**

Expenditure of energy on performing tasks works as a constraint and prolongs gameplay time. The bar takes time to recharge, but **energy boosters** help restore energy quicker. The bar fills up whenever next experience level is reached.

- **Double currency system**

The currency system comprises coins and crystals (see more on the [Page 6](#)).

- **Main Screen**

Main screen is an **interactive map** of the world with bank, energy and experience bars at the top, UI elements at the bottom and the task panel on the left.

Creative Hidden Object



Hidden object is the major game mechanics. You play against the clock, and no experience points are credited if you fail to find all the hidden objects in time. A variety of hints is always at your service.



The item list is displayed as **text or outlines**. It changes whenever you enter a particular location, as well as the arrangement of hidden objects in it, thus maintaining the challenge.

When you repeatedly complete an HO scene, your skill level in it increases. **Interactive map** helps to switch through locations. More locations become available as you gain experience.



Anomalies diversify the general seek-and-find gameplay. The task becomes more difficult to complete but brings more experience points and special items. They can be eliminated by certain tools.

Anomalies include:

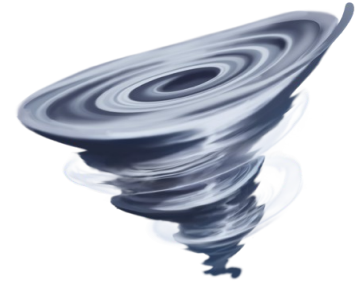
- **Vanishing letters** (letters start disappearing in a while)
- **Night** (the pitched HOS is explored with a small spotlight)
- **Mixed letters** (item list is displayed as anagrams)
- **Prism** (HOS and hidden items lose their color)
- **Mirror** (HOS is reflected)
- **Fog** (HOS is dimmed)



Variety of Mini-games



Natural disasters introduce other game mechanics in Time Gap. Tap a tornado, a fire storm or a hurricane icon on the interactive map to play Match 3, Bubble Shooter or Collapse.



All the above-mentioned mini-games have **3 game modes** – Blitz, Strategy and Battle. Thus, you have limited time or number of moves, or have to play quickly enough to drain the elements power. **5 types of power-ups** will also give you an advantage.

Special items can overcome the disaster. However, subdued elements bring tools needed to assemble various collections.



Collections

There are **50+ collections**, each consisting of **5 items**. Most of them are story-bound. Tap the Search button in the quest screen to launch the location where it can be found. Collectibles are not included in the HOS item list, but are presented randomly. Thus, sometimes these location have to be completed more than once to get a collectible.



Some collections can be exchanged for **coins, XP points and power-ups**. Tools needed to exchange a collection are displayed above the Assemble button.

Haunted Companions



The spirits of the queen Cleopatra, Abraham Lincoln, Napoleon Bonaparte, Alexander the Great and Albert Einstein guide a user throughout the adventure. The characters make a player familiar with the game rules and **give quests**.



The tasks appear the left of the map screen, and new ones have exclamation mark. Few quests may be completed simultaneously. From time to time players should recall which ghost asked for a particular item. It is an opportunity to **earn coins** and XP points.



Interesting facts about these 5 outstanding personalities as well as their **famous quotes** are noted down in the logbook. With **push notifications** enabled in the Options screen, a user receives messages from his haunted companions.

Achievements

30 trophies are awarded for returning to particular locations, mastering text or outlines mode, fighting anomalies and natural disasters, collecting coins and crystals, assembling collections, buying and using various goods, achieving certain XP level, etc.



The score is also submitted to GameCenter daily and weekly leaderboard.

Coins and Crystals

The in-game store offers 6 types of goods sold for coins or crystals:



- **Hints** are power-ups that help to complete hidden object locations.
- **Energy boosters** recharge energy bar.
- **Chests** contain sets of hints, power-ups, collectibles and other useful items.
- **Talismans** are special items that optimizes player's efforts for limited time (e.g. reduce energy recharge time, help gain more experience and gold for completing tasks, etc.)
- **Tools** are used to assemble completed collections, drive away natural disasters and eliminate anomalies.
- **Access** items enable a player to unlock new location on the map when the said XP level is reached.



Coins are earned for completing Hidden Object and Match 3 levels or for answering special questions. **Crystals** are credited for new experience level. Both coins and crystals may also be granted as a daily bonus or purchased in the bank for real money.



Cleopatra's casino

A casino is another opportunity to **win both crystals and coins any time**. Users are to guess the color of the pocket, in which a falling token will end up after hitting targets on the play field. Players can bet whatever amount of either currency and then tap red or black button.