
The Z Axis: Continuum Download Xbox 360 Free



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About This Game

Escape a bizarre world by rotating the universe. Use portals, physics, time, and clones as floors become walls, walls become ceilings, left becomes down, and right becomes up. You manipulate time and space at will, but do you have the mind to solve the warped reality that imprisons you?

Play the 2D puzzle platformer game inspired by Portal which started off as a popular little jam entry and has since blossomed into the 30 level reality-defying monstrosity that it has become. All levels are carefully handcrafted (not randomly generated) to challenge even the most seasoned puzzle platformer fan's understanding of physics, time, and space.

No one escapes the Continuum unscathed.

- 2D Puzzle platformer
- Dark pixel art style with an ambient horror soundtrack
- 30 Handcrafted levels (no procedural generation)
- Includes 6 tutorial levels and 9 "extra hard" remix levels at the end for a formidable challenge

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- Rotate the environment to change gravity
 - Portals
 - Clones
 - Character death becomes a puzzle element
 - Time manipulation
 - 34 Individual achievements to gather
 - Includes a slew of timed achievements for speedrunners

Title: The Z Axis: Continuum
Genre: Action, Indie
Developer:
Lazerpants Studios LLC
Publisher:
Lazerpants Studios LLC
Release Date: 31 Jul, 2018

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Minimum:

OS: 32 Bit Windows or above.

Processor: Intel Core 2 Duo or above.

Memory: 4 GB RAM

Graphics: Integrated

DirectX: Version 9.0c

Storage: 270 MB available space

Sound Card: Integrated

English

(MD 027: Kaltenheim)
An Adventureweek.com mini dungeon by Jonathan Ely

Art: Cover

For 4 Characters Level 9

OGL available at: <http://adventureweek.com/vj/>

SE conversion by Kyle Chider

FC conversion by Maksim Kozlov

Introduction

In the far frozen lands of the north, word comes south via traders and messengers that a new threat has reared its terrifying head. Reports claim that a giant raider, armed with a fearsome greataxe, has struck at several nomadic tribes wandering the snowline as they follow the herds of elk. It is said that this raider, dubbed Koloss, is accompanied by a blue-haired demon and leaves nothing of his victims but frozen bloodstains in the snow. If the party carries a white, Koloss' raids eventually lead to the loss of a significant NPC or campaign item, or a major attack on a prominent community in the region.

If the party is willing to hunt Koloss down and either kill him or force him back into the deep mountains, they will be handsomely rewarded (DM's discretion). Eventually they should be able to track him back to his cave lair, which he has named Kaltenheim, set into the side of a mountain with multiple routes of entry and exit.

This natural cave complex is difficult to navigate, with uneven rubble and slippery ice underfoot. For 1 movement, a **Dexterity (Acrobatics)** check DC15 is required to carefully maneuver at half speed through these frosted chambers, or DC20 to move at full speed.

Mag: Dungeon (Player)

- 01. Entrance C Chamber
- 02. Entrance B Chamber
- 03. Entrance D Chamber
- 04. Inner Chamber
- 05. Entrance A Chamber
- 06. Node Chamber
- 07. Inner Chamber
- 08. Node Chamber
- 09. Entrance E Chamber
- 10. Locked Chamber

Art: Koloss





ENCOUNTERS

Group (All)

- 01. Entrance C Chamber MD027 Kaltenheim
- 02. Entrance B Chamber MD027 Kaltenheim
- 03. Entrance D Chamber MD027 Kaltenheim
- 04. Inner Chamber MD027 Kaltenheim
- 05. Entrance A Chamber MD027 Kaltenheim
- 06. Node Chamber MD027 Kaltenheim
- 08. Node Chamber MD027 Kaltenheim
- 09. Entrance E Chamber MD027 Kaltenheim
- 10. Locked Chamber MD027 Kaltenheim

STORY

Group MD027 Kaltenheim

- (MD 027: Kaltenheim)
- 01. Entrance C Chamber
- 02. Entrance B Chamber
- 03. Entrance D Chamber
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Shrieker

Medium plant, unaligned

Armor Class 5

Hit Points 13 (3d8)

Speed 0 ft.

Condition Immunities blinded, deafened, frightened

Senses blindsight 30 ft. (blind beyond this radius), passive Perception 6

Languages -

Challenge 0 XP 10

TRAITS

Fake Appearance
While the shrieker remains motionless, it is indistinguishable from an ordinary fungus.

REACTIONS

Shriek

NPCs

Group (All)

- Cold Node MD027 Kaltenheim
- Koloss MD027 Kaltenheim
- Ovi MD027 Kaltenheim
- Shrieker MD027 Kaltenheim
- Trap: Symbol (Stunning) MD027 Kaltenheim
- Yeti MD027 Kaltenheim



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- Notes

TROPICANA

- Prisma Service - Lost in San Jose
- Tropicana GM Guide
- Tropicana Players Guide

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REFERENCE

TROPICANA PLAYERS GUIDE

CHAPTER 1 - BIENVENIDO A SAN JOSE

CHAPTER 2 - FROM TROPICANA WITH LOVE

CHAPTER 3 - HOT STUFF (GEAR SET)

CHAPTER 4 - THEY'RE BEAUTIFUL, THEY'RE BRILLIANT, THEY'RE BROTHERS

They're Beautiful, They're Brilliant, and They Work for Me

Creating and Running Your Agency

Agency Events

Employees



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Author: James (Lokare) Holloway (Inspired by Aki Heikkinen's Savage Worlds Enhanced Library extension). Look in module Developer Tools for instructions.

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GM

Modifier

0

Target Score

4

the z axis continuum

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