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WITH THE CREATOR



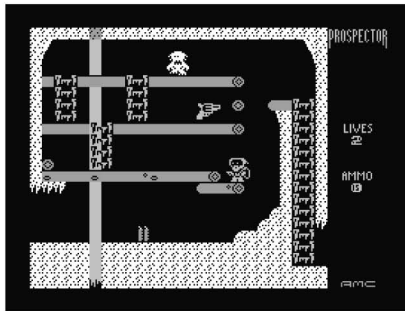
PROSPECTOR

FOR THE
ZX SPECTRUM 48K

PROSPECTOR



PROSPECTOR



FOR THE **ZX SPECTRUM 48K**
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THE STORY

The townsfolk had warned us against the old, abandoned mine. "It's cursed!" they told us, and crossed themselves when they did. But we were too greedy, too foolish to listen...

My men went ahead to do some preliminary scouting of the mine, and I stayed back at our base camp to prepare supplies for our exploration. When they didn't return on time I didn't think much of it. They often lost track of time. But when the sun went down, and then the moon rose in the cold night sky, I began to worry.

Staring out at the night from the safety of the cabin, I heard a chilling sound in the distance. It sounded like a large animal, but somehow different. When it roared I heard... screams? I tried to tell myself it could have been the wind. But hearing the sound sent a chill down my spine, and I knew it had something to do with the disappearance of my men.

Collecting my pistol and some rope, I crossed myself before I set out into the night...

P., January 23, 1912

(From an unnamed prospector's journal, found by skiers in 1970, frozen in the ice of northern British Columbia, Canada.)

THE GAME

PROSPECTOR is the exciting new action platformer from **AMCGames** for the Sinclair ZX Spectrum 48k. Features over 30 screens and multiple enemies!

CONTROLS

Q / A	up or jump / down
O / P	left / right
SPACE	fire pistol

Kempston and Sinclair joysticks are also supported.

MONSTERS

Some monsters are invincible, some die when shot once, but others have variable hit points. They require multiple shots and sometimes even reloading before you can kill them!

CREDITS

Coding, design, and concept by Aleisha M. Cuff (Dec 2017-Jul 2018)
This game was made with AGDx

SPECIAL THANKS

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