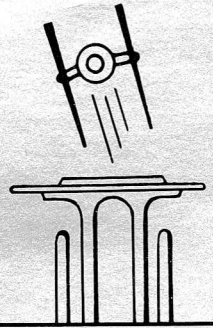
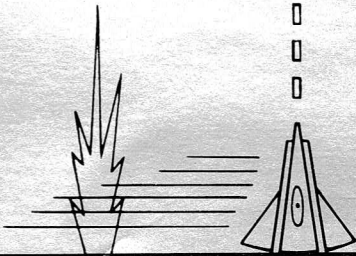
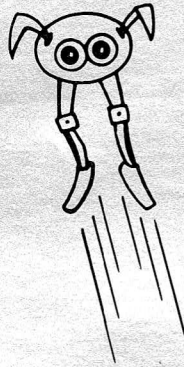
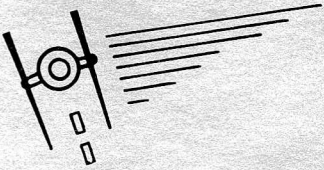




NATAK



By HONG KWONG

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INATAK

Loading Instructions:

Type in CLOADM:EXEC then press = ENTER =

In this game you are in control of a ship near the bottom of the screen, which you control with the right joystick. The object of the game is to destroy the attacking ships as they fly swiftly across the top of the screen and trying to avoid being hit by their dropping missiles. Your only defense is your quick reflexes and your laser cannon which you fire by pressing the fire button on the joystick. Pressing it once will give a single shot but by holding it down, you will receive a series of single shots for as long as the button is held down.

At the beginning of the game, you have three ships to assist you in your struggle but after every 1,000 points you are rewarded a bonus ship. You can receive up to 21 bonus ships and will receive 100 points for every ship that you destroy. After successfully destroying 20 ships, you will advance to the next level of play.

In this level you are once again in control of the ship near the bottom. But instead of the ships bombarding you, you are confronted with the hopping aleins of the planet that try to crush you with every jump. Destroying 20 aleins will move you to the final screen.

In this screen you are attacked by giant ships. They fly across the top, dropping deadly bombs on you. If they hit you, you lose a ship, if you hit them you score 100 points but be Forwarned, some bombs will not explode on the first hit! You will win this screen by hitting the giant ship six times exactly in the middle and will receive 400 points each time you destroy the ship. So the game continues until you are destroyed.