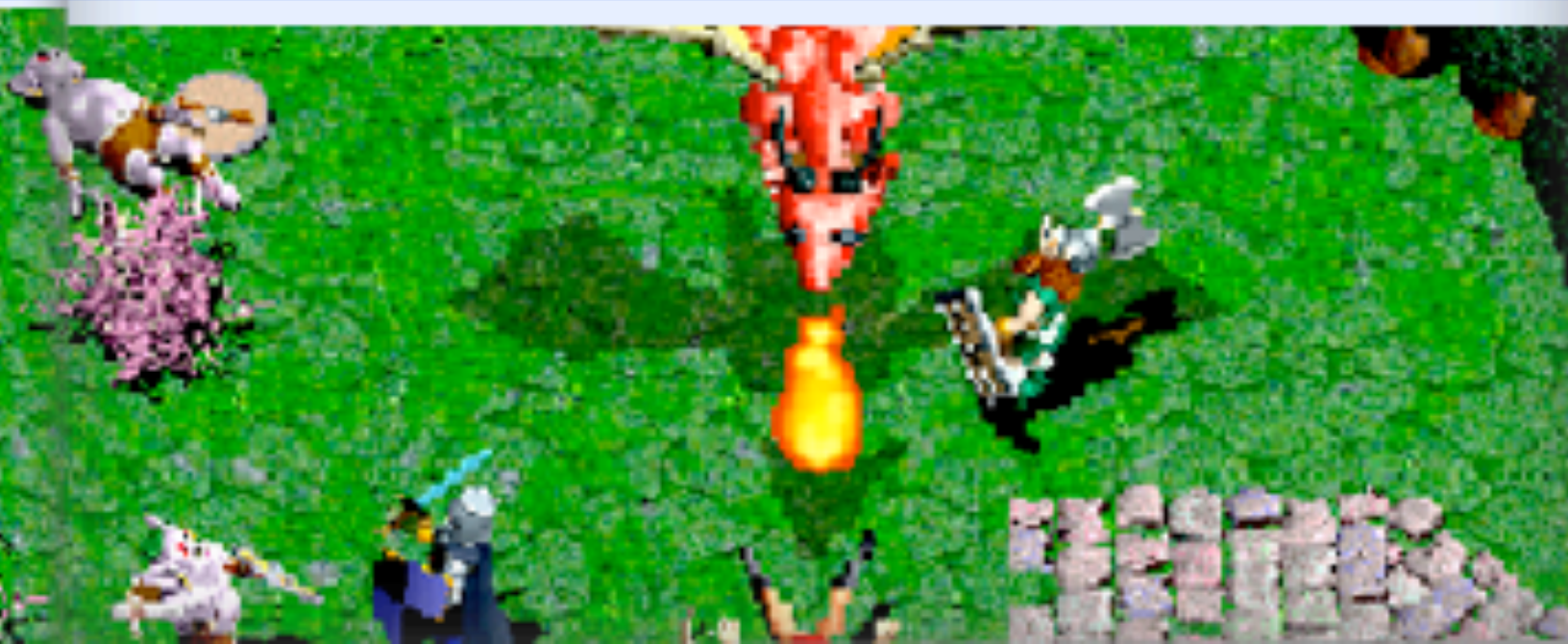


```
void) gotHit:(id)sender data:(void*)data  
// verify that we can still can be hit  
Character* attacker = (Character*)data;
```

Nat Weiss
Learn to Make
**iPhone
Games**



LEARN TO MAKE IPHONE GAMES

NAT WEISS



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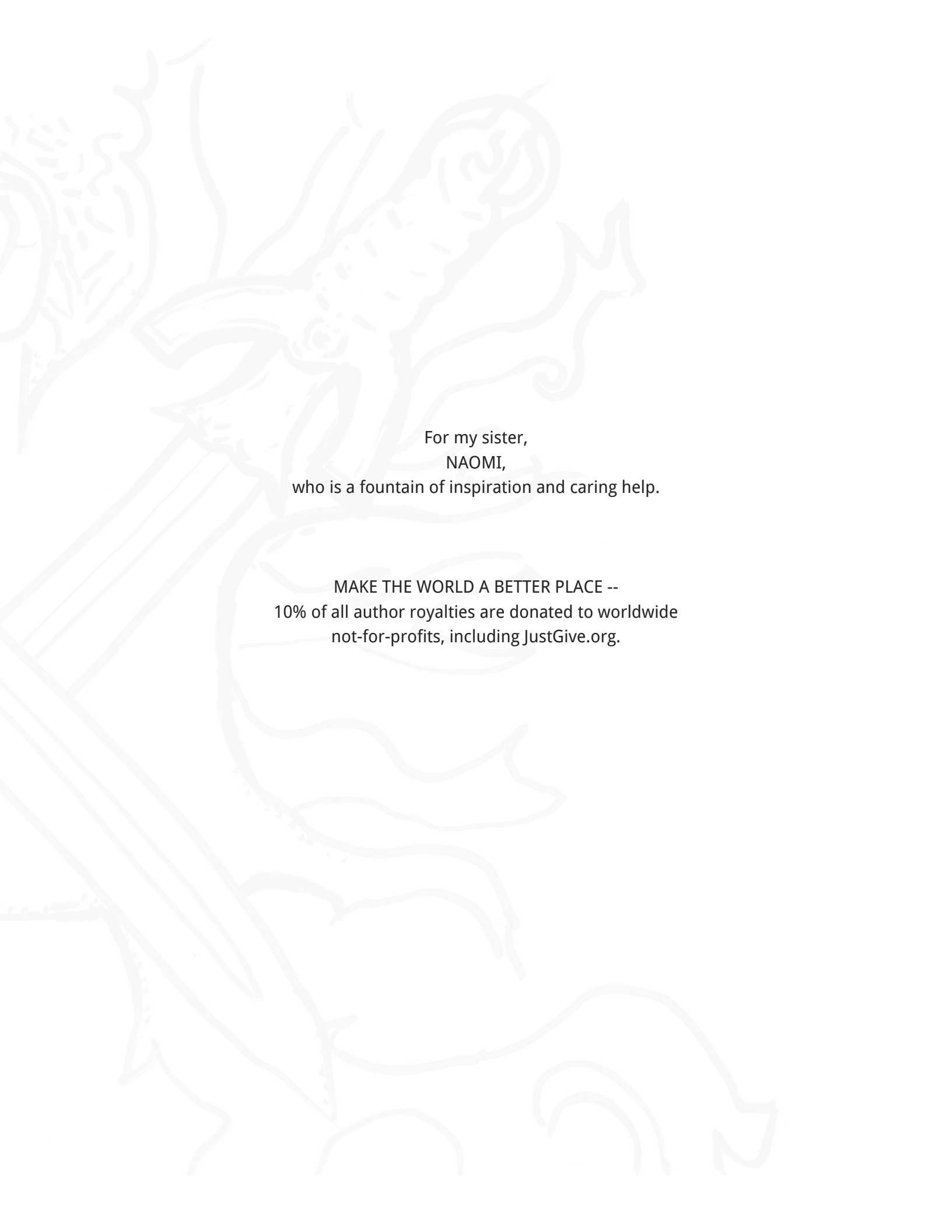
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Fourth edition.



For my sister,
NAOMI,
who is a fountain of inspiration and caring help.

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