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| Combo 2 (Roundhouse Kick) 10.0 |
| Brief Description: Player character strikes the enemy with a roundhouse kick |
| Input Parameters: Light Kick + 2 Jumps + Heavy Kick |
| Output Parameters: Roundhouse kick that defies gravity |
| Called From: Light Kick 7.0, Heavy Kick 8.0 |
| Modules Called: None |
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