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| Combo 1 (Uppercut) 11.0 |
| Brief Description: Player character uppercuts an enemy |
| Input Parameters: 3 light punches + crouch + heavy punch |
| Output Parameters: Upper cut an enemy to the air |
| Called From: Light Punch 5.0, Crouch 10.0, Heavy Punch 6.0 |
| Modules Called: None |
| Author:  Date: |
| Peer Reviewer: |