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| Combo 3 (Sonic Boom) 11.0 |
| Brief Description: Player character emits a sonic wave, damaging enemies within range |
| Input Parameters: A + D + Heavy Punch |
| Output Parameters: Emit Sonic sound from both side |
| Called From: Movement 3.0, Heavy Punch 6.0 |
| Modules Called: None |
| Author: Delmis Spies  Date: 12/2/2015 |
| Peer Reviewer: Jan Cajas |