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| Combo 7 (Come on and Slam) 17.0 |
| Brief Description: Character grabs the enemy during the corkscrew animation and spins them around |
| Input Parameters: Corkscrew Punch + Grapple |
| Output Parameters: Before the Corkscrew animation finishes, the character grabs the enemy while using the rotation on an enemy body as a weapon until stamina has been drained |
| Called From: Corkscrew Punch 3.1.1, Grapple 9.0 |
| Modules Called: None |
| Author:  Date: |
| Peer Reviewer: |