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| Combo 9 (Hammer Time) 19.0 |
| Brief Description: Player character’s hands merge together to strike the enemy with a mallet-like strike |
| Input Parameters: Crouch + A (2x) + D (2x) + Heavy Punch |
| Output Parameters: Character shimmies to left and right then combines the two hands to make it look like a mallet |
| Called From: Crouch 10.0, Movement 3.0, Heavy Punch 6.0 |
| Modules Called: None |
| Author:  Date: |
| Peer Reviewer: |