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| Combo 10 (Coming in Like a Disco Ball) 20.0 |
| Brief Description: Player character rolls into a disco balls and rolls into any enemy in its path |
| Input Parameters: A or D (2x) + Crouch + A or D |
| Output Parameters: Character dashes and rolls into a disco ball, striking any enemy in its path |
| Called From: Movement 3.0, Crouch 10.0 |
| Modules Called: None |
| Author:  Date: |
| Peer Reviewer: |