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| Falcon Dive 4.2 |
| Brief Description: Player character performs an aerial kick towards the enemy |
| Input Parameters: Hit K or L key while in the jump animation |
| Output Parameters: Character dive-kicks the enemy to provide spacing between the NPC and player character |
| Called From: Jump 4.0 |
| Modules Called: None |
| Author:  Date: |
| Peer Reviewer: |