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| Grapple Attack 9.1 |
| Brief Description: Player character punches enemy while grappling |
| Input Parameters: Hit J on the keyboard while in the grappling animation |
| Output Parameters: Character punches enemy to distance away from the enemy |
| Called From: Grapple 9.0 |
| Modules Called: None |
| Author:  Date: |
| Peer Reviewer: |