

# Communication VFX Diagram

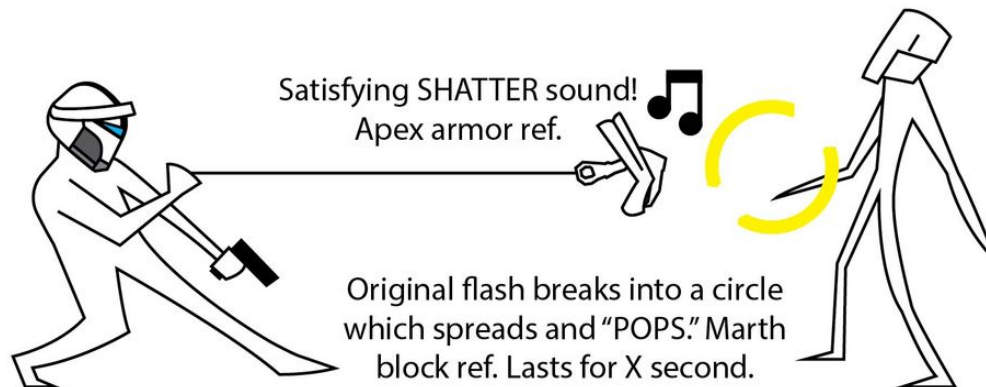
## Initial Hook VFX



Plays at the exact moment when the Hookshot latches onto an enemy's weapon.

Reference: ULTRAKILL Parry Notification (Bosses) [▶ ULTRAKILL | Every Parriable Attack Prelude-Act 1](#)

## Perfect Hook VFX

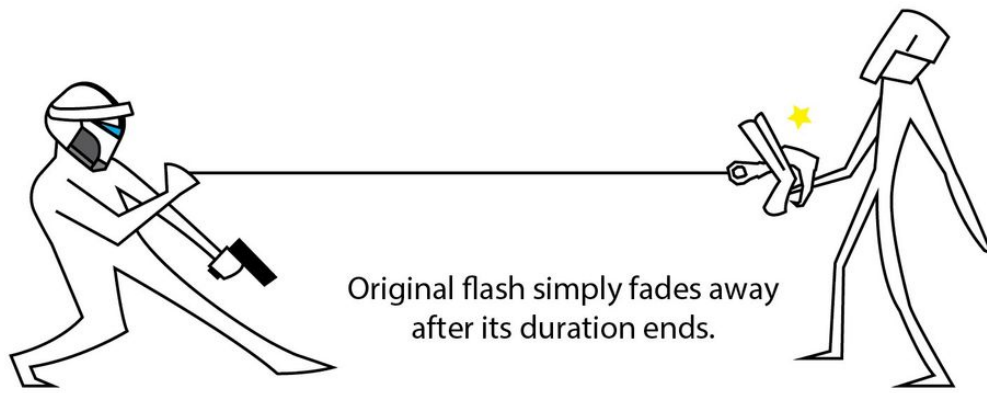


Plays when the player perfectly recalls their Hookshot while the Initial Hook VFX is still playing.

Reference: Apex Legends Shield Break [▶ Apex legends | Shield break sound slowed down](#)

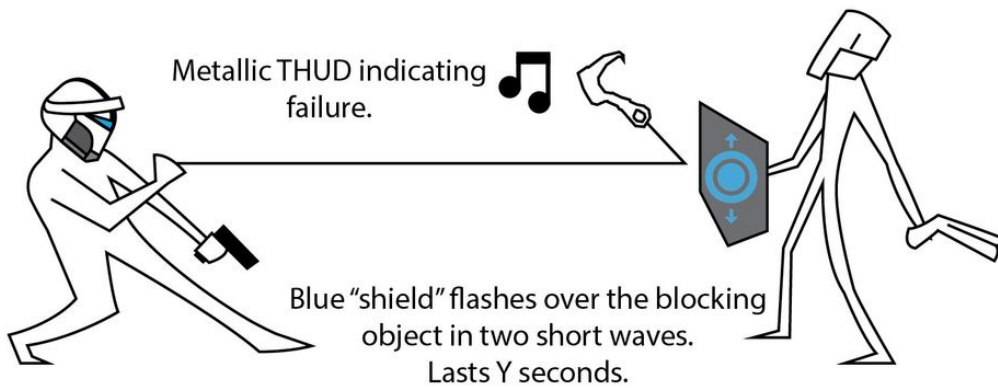
Reference: Marth Block VFX from SSB [▶ 21: Marth – Super Smash Bros. Ultimate](#) (At 0:08, go frame by frame)

## Enter Struggle Phase VFX



Simply allows the Initial Hook VFX to run its course.

## Blocked Hook VFX



Plays when an enemy successfully blocks the player's Hookshot.

Reference: Fox Shield Super Smash Bros [07: Fox – Super Smash Bros. Ultimate](#) (at 0:11, go frame by frame)