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Subject: Re: Knife Ingame

Posted by [FynexFox](#) on Sat, 21 Oct 2006 16:35:14 GMT

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Hey Jerad, im looking forward to this. That sounds like itll be a lot of fun.

I am going to rework all animations. The enter and exit will be more involved. The first attack animation will be a slash, second is stab. Slash does less damage but can be done faster.

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