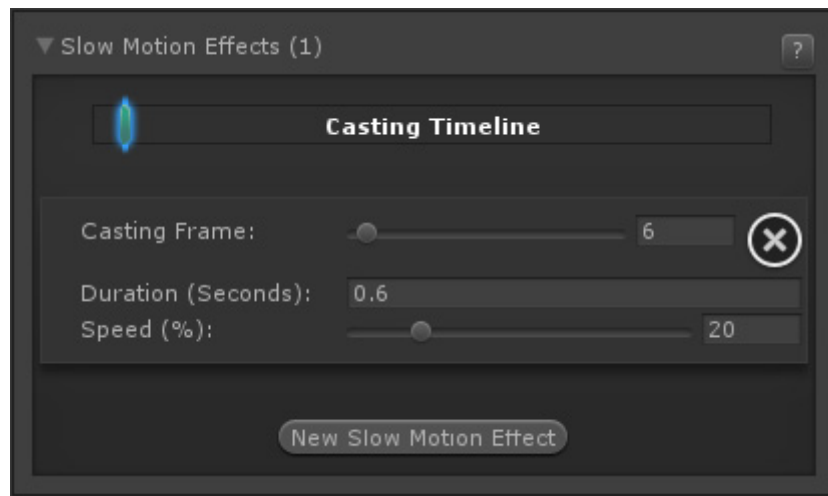


# Slow Motion Effects



When triggered, the game goes into slow motion. This is done by manipulating the timeScale in Unity.

**Casting Frame:** When during the move should the slow motion be casted.

**Duration (Seconds):** How long should the slow motion last.

**Speed (%):** Rate of slow motion compared to normal speed.

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