

SHARDLOW  
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## WELCOME TO **SHADOW FIGHT 3**

We are excited to invite you to the next chapter of Shadow Fight! Become the greatest warrior to ever walk the lands of a world that is on the edge of war, and that holds so many secrets. We hope you will enjoy its thrilling plot, amazing 3D graphics, new realistic animations, memorable characters and much more in your journey into the world of Shadows.



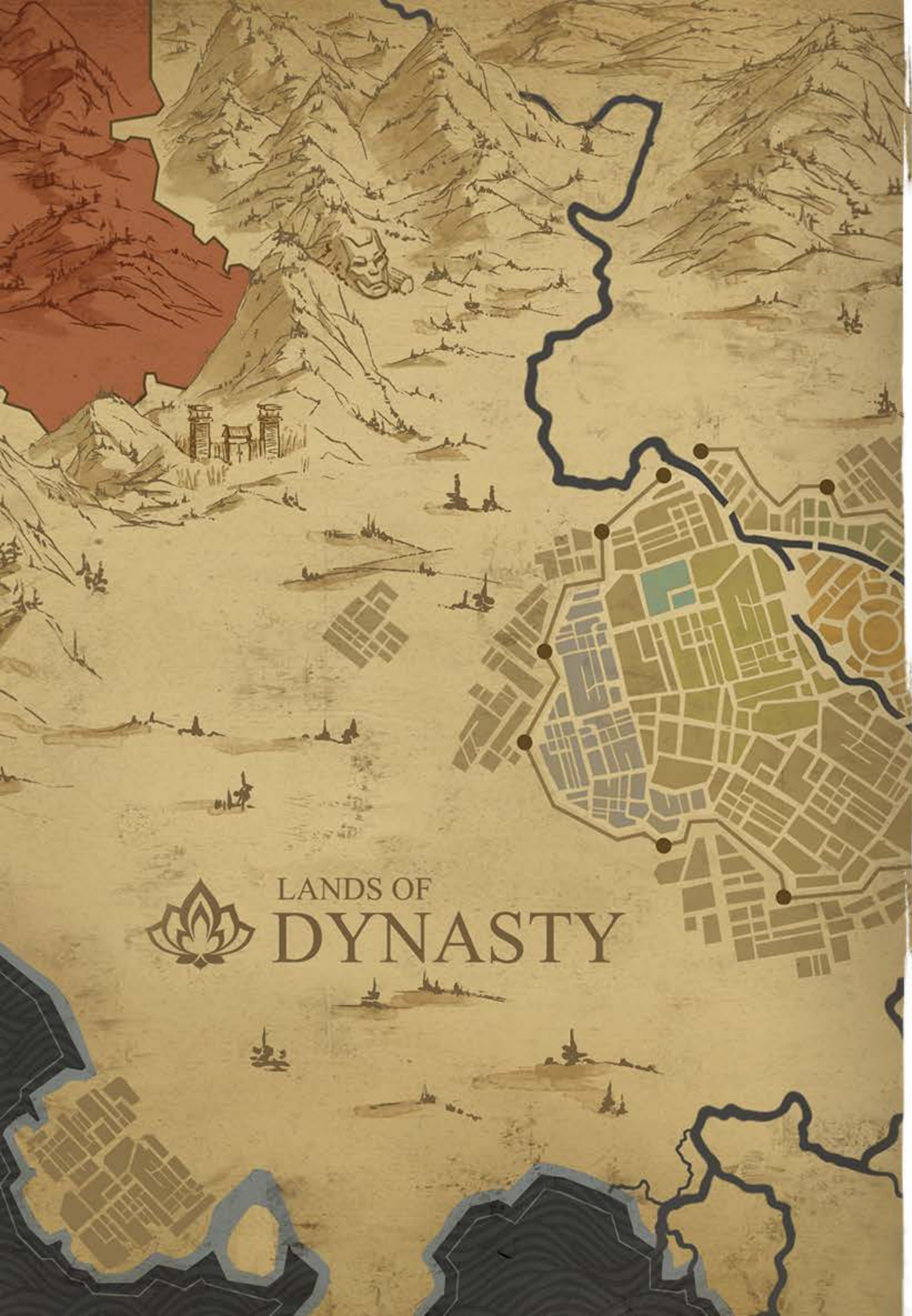


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# STORY

Years have passed since the events of Shadow Fight 2. People have gotten used to the Shadow Energy's presence in their lives, and have learned to use it to their advantage, as in war, so in the household.

Unfortunately, the positive attitude is not shared by everyone. Powerful Legion is preparing for the attack of the Dynasty's lands in order to put an end to the "Shadow Threat". On the other hand, the people of the Dynasty believe that with the correct use, this power will help the humanity solve a lot of problems. Third faction has emerged from the shadows in the background of these events, the mysterious Heralds. These warriors in black clothes know about the nature of the Shadow Energy a lot more than others, which frightens both the Dynasty and the Legion...

A new hero will appear soon, destined to discover the mysteries of the factions, bring the war to an end and save the world. It is up to you to decide what kind of path he will walk.





# JUNE

June is one of the three main characters, the player's companion and guardian angel. She was born in the **Dynasty** capital. June believes that only the player can resolve the violent conflict between factions. Despite being a strong and experienced fighter, she is not afraid to show her feelings and exhibits a generally positive attitude.

## WHAT IS THE **DYNASTY**?

The **Dynasty** is one of the three key factions in the game. It accepts Shadow Energy both as a weapon and as a general-purpose energy source. **Dynasts** appreciate the finer things in life. To them, fighting is an art, and their combat style resembles a dance. **Dynasty** warriors evade enemy attacks and respond with rapid, cunning strikes of their own.





# ITU

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Itu is one of the game's three main characters. Itu's philosophy combines all humanistic ideas of the **Heralds** faction. He is quite young but has a perseverance beyond his years and can keep his cool even in the most critical situations.

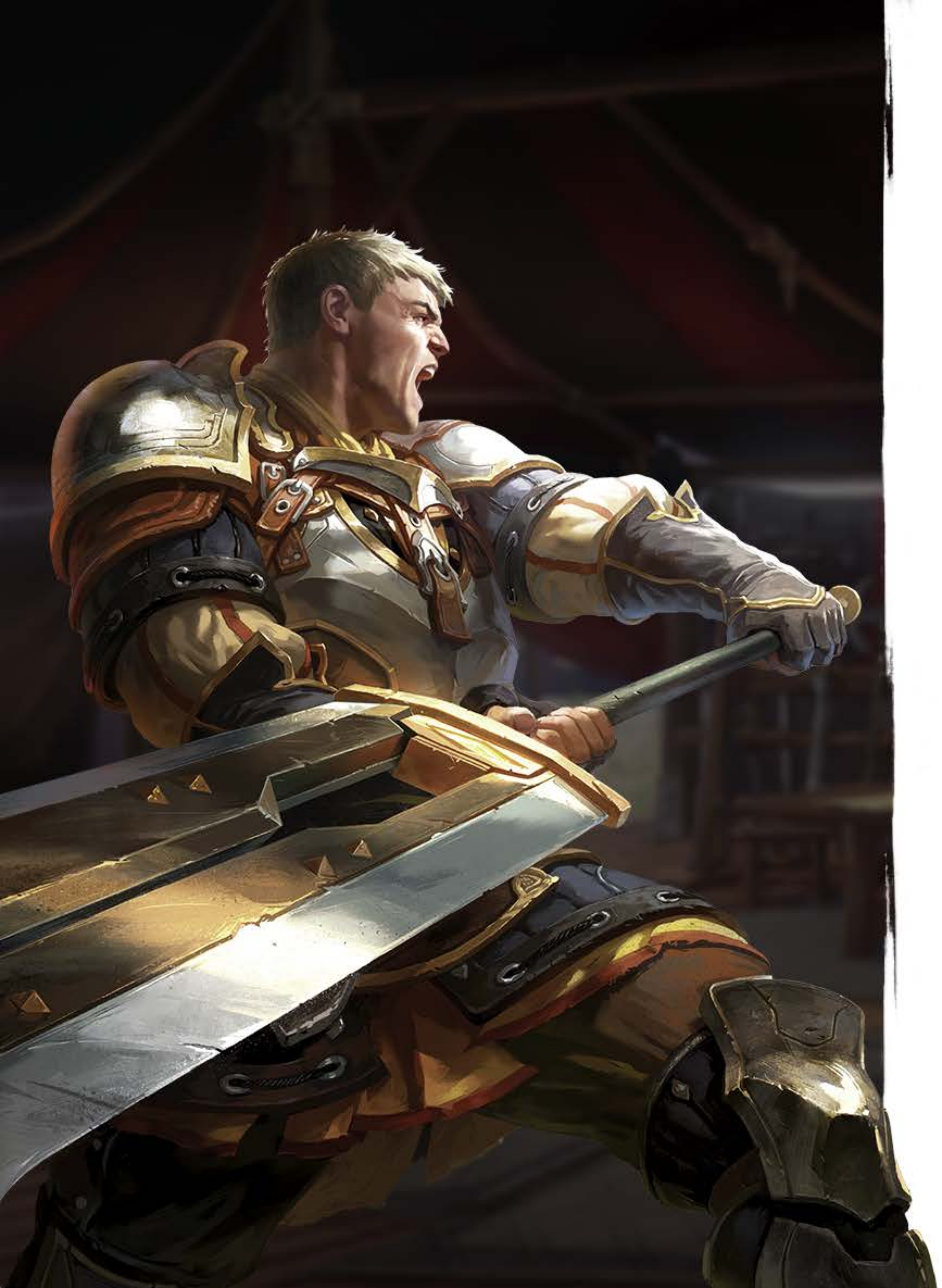
## WHO ARE THE **HERALDS**?

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The **Heralds** are one of the three key factions in the game. They have spent years learning the nature of Shadow Energy, seeking a way to peacefully use it for the good of humanity.

The **Heralds** are extremely secretive and prefer to remain alone. They are shunned, as frightening stories and rumors about them abound.





# MARCUS

Proud, idealistic, short-tempered. Marcus is an ideal soldier. He's blindly loyal to the **Legion** and will protect his men, integrity and honor of his faction. But this time around his principles must stand the test of time. And Marcus will have to choose which side he's on.

## WHAT IS THE **LEGION**?

The **Legion** is one of the three key factions in the game. It seeks to destroy Shadow Energy in all its forms, as it is confident that its power will only make things worse.

Rigorous discipline and militarism are the Legion's distinctive features. **Legionaries** are rough and blunt and may seem quite clumsy. However, while attacking their enemy, they are indestructible.





# SHADOW FORM

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During battle, a special bar shows the Shadow Energy accumulated by the player. When this bar reaches its maximum, the player can enter Shadow Form. In this mode, all visuals change dramatically. The player becomes a shadow and can perform special shadow moves.

# SHADOW ABILITIES

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A powerful special move. The player can only perform these moves in Shadow Form. These moves are quite spectacular and can even break the laws of physics!





# SHADOW SPHERE

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The Shadow Sphere is a powerful artifact that holds Shadow Energy. If anyone touches it, the Sphere possesses them and bestows upon them immense shadow potential and power. There are many who fear that this potential will be used for destructive purposes.

# SHADOW ENERGY

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Despite the events of Shadow Fight 2, some Shadow Energy still remains in this world. With its help, warriors can become faster, with more stamina and more spectacular moves in defiance of the very laws of physics. But now there is a war over the use of Shadow Energy. Some characters protect it and hope to use it for good, but others want to destroy it completely to avoid any possible disasters.





## ITEM CARDS

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Weapon and armor items are represented by cards. When the player finds two identical cards, they "stack," adding their values together. The higher the upgrade level of a card, the better the stats of the item (attack, defense, and so on).

## BOOSTER PACKS

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A gameplay item. Players can purchase booster packs each containing 5 random cards of varying rarity.

## CHESTS

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A gameplay item. Player can earn chests by winning duels. These contain item cards, coins, and even gems (the game's premium currency). Unlocking the chests takes a few hours, but this can be accelerated by spending some gems.



# GAME INTERFACE

