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## Shadow fight 3 wikipedia

This article refers to Base in. For other uses, see. Bosses are opponents with increased health, high damage, and unique abilities in, which are fought at the end of each level. They often have some important roles in the plot. Some bosses have their own unique way of fighting, primarily in their special abilities and to some extent, their combat mechanics that are exclusive to each boss. In some cases, the players will have to change their style of play and try new tactics to overcome certain abilities and mechanics from certain bosses. Boss battles require three rounds to be won instead of the usual two. Defeating them rewarded the players with 5 gems, along with other rewards, with some boss battles guaranteeing one fixed card from up to legendary rarity. IGN's Shadow Fight 3 guide has collectible locations for every hidden item in Shadow Fight 3. This page is a stub. Make it more useful by clicking the 'Edit' button and adding you. Main article: Sarge is the third and last boss of Chapter I. He is the sergeant of the Shadow Squad. Sarge is trying to get the Shadow Sphere, which contains great strength he wants for himself. Sarge wields twin hammers called as his weapon, and he fights with the Legion fighting style. In the first round, Sarge bans the use of any shadow ability. No one, including Sarge, is allowed to use Shadow Form. After losing once, Sarge ditches the rule and uses his Shadow form to prevent the player from winning, edging a permanent Shadow Form. Bakugan battle noise games. Bakugan: Battle Brawl is a 2009 action-adventure battle game with elements of role-playing and strategy. Just like the popular animation series, in this game, the player will compete against other characters using the Bakugan toys. He also has an exclusive bossy ability called Sarge's Walk, in which he can strengthen his armor to protect him from knock-on effects (although he can still cause harm). Once close enough, he can also crush the player's stomach, followed by a blow on top of their head. AvatarDescription. The main article: Itu is a main character and the first boss of Chapter II. He is the first Herald to be met in the game. Itu is fought after the player and arrives in the Dynasty Palace. Itu blames the player for what happened to the Sphere and the Emperor. Itu fights with the fighting style, and he wields, a type of Iaido Katana as a weapon. Iaido Katana is used in a unique manner, focused on making precise, deadly strikes. He uses two Shadow abilities, and an exclusive bossy ability, which allows him to regenerate his health for about 5 seconds and deflect all attacks at the front while healing. It can be stopped with a shady ability or an attack behind Itu. The main article: Xiang Tzu is the second boss of Chapter II. Xiang Tzu was a disciple of and the best fighter of his school. Losing against the player caused him to play Galen's school and joined the Iron Beaks School. He is fought as a boss in the final of the School Tournament.Xiang Tzu wields a type of glamour as his weapon and he fights with the Heralds fighting style, both of which are not fully mastered. It causes him to constantly travel and fall when he tries to draw a tough combination, where he hits himself in the process. The main article: Kibo is the third and last boss of Chapter II.Sy is a childhood friend of June. According to June, Kibo was very obsessed with beerbing a Herald. Kibo owns a Heralds school in the Dynasty capital called Iron Beaks school. She is also an agent of Three Arrows. She is fought at the end of Chapter II.Kibo wielding a rematch as her weapon and she battles with the Heralds fighting style. Kibo has an ability to dash forward when carrying out any attack. She also uses an exclusive shadow ability, in which she beats the player up into the air while constantly airing them, and then eventually hitting the player on the ground. AvatarDescription. The main article: Bolo is an antagonist and the first boss in Chapter III. He is a member of Three Arrows. Bolo has carried out many experiments, including but not limited to cloning itself, manipulating time, and experimenting with Shadow energy. He is fought after revealing his plan to expand the Dome and lure common people into a time illusion. Bolo wields a Naginata called as his weapon and he fights with Heralds fighting style. He can use an exclusive bossy ability where he can create a vortex made of Shadow Energy on the floor, which the player can trap if they step on it. Main article: Marcus is a main character and the second boss of Chapter III. Marcus is the general of Legion, leading an army aimed at destroying the Heralde, the Dome and the Shadow Sphere. He almost succeeds, before Bolo sends him to the timeless dimension and trapped him in an endless time loop. The player challenges Marcus to fight to escape the time glitch. Marcus wields a giant sword called as his weapon and he fights with the Legion fighting style. Marcus is glaring in this fight, causing him to blink and warp unravel in and out of existence when performing special moves, providing an extra degree of unpredictability and can cause his attacks to be faster than expected. Main article: Emperor is the third and last boss of Chapter III.He is a member of Three Arrows and he rules the Dynasty. Emperor was the custodian of the Shadow Sphere. Not only to keep it, Emperor sometimes used it in an attempt to reside the Sphere. Bolo helped him overcome the side effects by creating the Void Room, which the emperor used and he often spent times there releasing himself from the Sphere.Emperor was fought at the closure of Chapter III, after being owned by a shady animal. He fights with the Dynasty fighting style. Emperor gets a Shadow monster form while possessing. After transforming, the Shadow sample form will not wear off and the emperor will remain in Shadow sample form for rest of the fight. While in Shade sample form, shape, uses an exclusive bossy ability, in which he turns part of his back into a tentacle. Emperor then expands it and attacks the player with series of devastating blows. AvatarDescription. In 1994, Die Burger and folk article: Shadow Mind, as the first boss of Chapter IV. fought. Depending on the decision the player made until the conclusion of Chapter III, the Shadow Mind can own either June, Marcus or Itu. The intentions of each of them when possessed also differ. Whoever is owned by Shadow Mind will have access to permanent shadow form throughout the entire fight. Shadow Marcus will be fought if the player chose to destroy the sphere. He fights with the Legion fighting style and has an ability to stun the player with his sword with the effect of Tearing for 2 seconds. Shadow June will be fought if the player chose to preserve The Sphere. She fights with the Dynasty fighting style and has an ability to snare the player to bow for 7 seconds, making them unable to move. Shadow Itu will be fought if the player chose to exploit The Sphere. He fights with the Heralds fighting style and has an ability to use his katana to make a wave of shady explosions. : Chief Article:Chief is the second boss of Chapter V. He is a corrupt tribal chief in the Shadow Island.Chief floating as a weapon and he is fighting with the Dynasty fighting style. He also has a unique bossy ability to control the entire battlefield by pushing players far from him as he continues to summon waves of entanglement roots and drops damaging vineyards to push the player back. He will quit whether any player is defeated or take on Chief damage. He can also be stopped if the player cleverly goes back from him. In that case, he'll stop using his ability. The main article: Xiang Tzu returns as the first boss of Chapter VI. After the events in the Hundred Schools tournament, Xiang Tzu vowed to master all the fighting styles to defeat the player. His journey led him to Legion Prison through a few unknown ways. Xiang Tzu's quest for learning all the well-known styles led to him improving significantly in both fighting skill and physical build. He managed to win five gladiator-style prison battles, letting him gain the respect of every Dynamic inmates and donating the alias Xander. The player faces Xiang Tzu again when the party tries to stop the prison riot. Xiang Tzu uses a mixed fighting style of Legion, Dynasty and Heralds. He wields three types of weapons (One-handed sword, Staff and some Sai) simultaneously, which he is capable of using proficiently. He no longer uses shadow bar. Instead, Xiang Tzu has a rage bar, which fills every time he takes damage. Once the anger bar is fully charged, Xiang can enter Tzu Rage Mode and significantly increase his offensive power and defense. While in Anger Mode, Xiang Tzu won't lose his balance when he's attacked, and he can knocked off his feet. The main article: Queen Iolanda is the second boss in Chapter VI. She is the Queen of Legion. Legion. Iolanda herself violated the old Legion of Ways. She blamed the Elders and their old perceptions, which, according to her, caused their land to be vulnerable. Bolo upgraded Iolanda's body by installing many devices to her body and turned her into a pop-like creature. These devices allow her to regenerate her health. She fights with the Heralds fighting style and she wields blue-colored as her weapons. Iolanda has a special ability where she can loosen her limbs to expand her reach, which she will use after losing one round. Main article: Shadow Mind returns as the third and final boss in Chapter VI.After the player heard his story from Shadow, May and The Three Arrows, Shadow Mind reveals the risk of Shadow's actions. He can help the player stop Shadow, but the player has to prove they are worthy of his strength by defeating it in the fight. Being a sentient made of pure shady energy, Shadow Mind is inept for physical attacks. In order to damage it, the player must enter

shadow form. Attacks delivered while in shadow form (be it weapon attacks, unarmed hits, ranged weapons, or shadow capabilities) are the only things it can damage. Furthermore, dealing with or receiving damage to/from Shadow Mind will quickly drastically increase the player's shady energy bar. Shadow Mind uses a fighting style other than other opponents and bosses - his main offense is his shadow attacks. Shadow Mind can use at least 5 shade capabilities and 3 special capabilities. Chapter VII Avatar Descriptive. The main article: Bolo returns as the first boss of. Unlike the previous Bolos the player encountered, this Bolo is the real one. He performed many time travel which led to many clones being formed of him. Bolo is fighting the player as a way to test whether the player is really Shadow's descendant. He wields Nodachi as his weapon. It has the look of a large, oversized and has roughly the same length as Giant Swords.Bolo can throw any attacks by the player by improving his own reflexes, reverse back time in order to get his health back to the full state, and stop everything around him. Main article: Gizmo is the last boss of Chapter VII, Part I. He became a chief in the new Legion. Gizmo was injected with shadow energy many times, leading to him gaining powers and his mind to go mentally. Gizmo fights against the player to remember the good old days. Gizmo wields a grey-colored as his weapon, but he's still a fan of hand-to-hand combat. In most cases you just need jumping from one flatfrom to another as accurate as possible. Also sometimes you have to use weapons. But sauer itself has no 'deep' motion mechanics you really need to learn. Sure sauer has hard cards and some trick cards, too. Cube 2 sauerbraten easy race hacks. When he's shadow form he turns his weapons into a pair of shadow shields attached on both arms, which he treats as if they were brass turret. Gizmo's fighting style when using the shields is the same style as the unarmed style. Gizmo also has the ability to absorb the player's shady form, damage the player and make himself enter shadow form immediately. The main article: Jet is the first boss of. She's a nomad, the remains of Dynasty after Shadow destroyed it. The player must fight her to keep her from attacking. Jet fights with, a Composite Glaive that has extremely agile combinations. She can create glassy barriers she merges with shadow energy to perform elusive manoeuvres and sneaky attacks to trick the player. With the barriers' help, Jet can step through the player to dodge their attack, use it as a medium to jump or hold herself to carry out leap attacks, or make herself invisible. Main article. Shadow is the final boss of Shadow Fight 3. A living legend, he was once a respected hero, before attacking the Dynasty and Heralds Dome and shaving everything to the ground. Now he has become an evil tyrant hated by all who have suffered as a result of his actions. Shadow aims to create the world where the late is alive and well, by eliminating the current one and forming a new one on its aorpation. The final battle with Shadow could last up to seven rounds, in which the player is required to record four wins to declare as victory. This fight is very different from any fights the player has fought as it features many unique mechanics and cutscenes that occur when the player has won against Shadow in every phase. In the first phase, Shadow fights by controlling a giant robot from within. The robot will not back away from any non-shady attacks. It has three main offensive capabilities: these are hands, energy blades, and missile launchers. The robot can be guaranteed critical hits with its hands and energy blades. In the second stage, Shadow fights the player himself. He uses a very lethal combat style, which is a mixture of many moves combined into a number of long combinations. Shadow also has a shield that protects its health from seizures. Any attacks he receives would rather reduce the shield. In the third and final phase, Shadow is fighting in permanent shadow form, using his shadow powers he acquired after melting with Shadow Mind. He can conjur many weapons to be used against the player as well as emerge Shadow Mind to shoot out a devastating shadow energy beam in a huge radius. Trivia. All bosses, except Deng Rao, can't be shocked. Listed Shadow Capabilities damage will not be weakened. Emperor and Shadow Mind use the critical charge capability. Any attacks delivered (punches, kicks, etc.) when the charge is active will be either a block-bysing hitter or a guaranteed critical, dealing with much higher damage than normal critical hitters. Unlike the usual case with Heralds weapons, their weapons/hands do not glow when the charge is active. Active.

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