## I'm not a bot



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Shogun's damage absorption greatly discourages heavy one hit weapons which could nullify enchantments like Frenzy, Bloodrage and Precision. You are better off using enchantments that bypass his protection, such as Bleeding. Keep striking him rapidly. The Raiden Shogun will deliver a massive attack that warps reality, but players can attack
Flowers of Remembrance with Electro to deploy a shield that protects them from the attack. Players might also want a bow character because the Raiden Shogun can summon clones of herself which the player must destroy. Which is the hardest boss in Shadow Fight 2? The results have been gathered! Hermit is the hardest SF2 boss, with Wasp as
the runner up. This week's survey: What update do you want for SF2? Titan is the main antagonist of Shadow Fight 2. It is used by Shogun, the sixth demon boss in Act VI: Iron Reign. It is obtained after beating him again in eclipse
mode. The weapon is a combination of a katana and a wakizashi blade. Which weapon can defeat Shogun's damage absorption greatly discourages heavy one hit weapons which could nullify enchantments like Frenzy, Bloodrage and Precision. You are better off using enchantments that bypass his protection, such as Bleeding. Keep striking
him rapidly. What happens after defeating Shogun? Following Shogun's defeat, the Prince fights Sensei himself but is also defeated. The Ancient then arrives and explains to a confused Sensei himself but is also defeated. The Ancient then arrives and explains to a confused Sensei himself but is also defeated. The Ancient then arrives and explains to a confused Sensei himself but is also defeated. The Ancient then arrives and explains to a confused Sensei himself but is also defeated.
instability. Who is the weakest boss in Shadow Fight 2? Widow- She was average not very strong. Hermit- He was very weak unlike what i expected from him. He has nothing except magic, low damage and bad armor. Wasp- Extremely easy to defeat. What is the hardest boss in Shadow Fight 2? The results
have been gathered! Hermit is the hardest SF2 boss, with Wasp as the runner up. Does Shadow Fight 2 end? While Kali takes May back to the Gates of Shadows, Shadow and Titan engage in a final battle. Once Titan is defeated, his body explodes, destroying the citadel. Shadow and Titan engage in a final battle.
Gates before they are destroyed, regaining his physical body in the process. Why is there no Shadow Fight 1? However, on April 1, Nekki announced that the game would be available once again and also stated that it had been moved to a new account. On August 16, 2017, Nekki announced on their official Facebook page that Shadow Fight servers
would be permanently shut down on the September 29, 2017. Why is Lynx so hard in Shadow Fight 2? The Lynx boss fight can be challenging to new players, since he has access to an arsenal of powerful ranged weapons which are unavailable to them. It is best to use double sweep as you can duck and hit Lynx. Often, the ranged weapons come as a
surprise and catch players off guard. What is the most powerful weapon in Shadow Fight 2? The Composite Sword is the most powerful weapon in Shadow Fight 2. If you're looking for the most powerful weapon in Shadow Fight 2. If you're looking for the most powerful weapon in the game, it is the composite sword is the most powerful weapon in Shadow Fight 2. If you're looking for the most powerful weapon in Shadow Fight 2. If you're looking for the most powerful weapon in Shadow Fight 2. If you're looking for the most powerful weapon in Shadow Fight 2. If you're looking for the most powerful weapon in Shadow Fight 2. If you're looking for the most powerful weapon in Shadow Fight 2. If you're looking for the most powerful weapon in Shadow Fight 2. If you're looking for the most powerful weapon in Shadow Fight 2. If you're looking for the most powerful weapon in Shadow Fight 2. If you're looking for the most powerful weapon in Shadow Fight 2. If you're looking for the most powerful weapon in Shadow Fight 2. If you're looking for the most powerful weapon in Shadow Fight 2. If you're looking for the most powerful weapon in Shadow Fight 2. If you're looking for the most powerful weapon in Shadow Fight 2. If you're looking for the most powerful weapon in Shadow Fight 2. If you're looking for the most powerful weapon in Shadow Fight 2. If you're looking for the most powerful weapon in Shadow Fight 2. If you're looking for the most powerful weapon in Shadow Fight 2. If you're looking for the most powerful weapon in Shadow Fight 2. If you're looking for the most powerful weapon in Shadow Fight 2. If you're looking for the most powerful weapon in Shadow Fight 2. If you're looking for the most powerful weapon in Shadow Fight 2. If you're looking for the most powerful weapon in Shadow Fight 2. If you're looking for the most powerful weapon in Shadow Fight 2. If you're looking for the most powerful weapon in Shadow Fight 2. If you're looking for the most powerful weapon in Shadow Fight 2. If you're looking for the most powerful 
is the strongest weapon in the game. Why is Shogun so hard to beat? The Electro Archon, Raiden Shogun, uses a wide range of attacks and her aggressiveness compels you to be cautious at every step. Having said that, you can beat Raiden Shogun with the right team and strategy. Check out this guide on how to evade Raiden Shogun's attacks and
beat the weekly boss easily. Who is Shadow's girlfriend in Shadow Fight 2? May has a kind, cute and caring personality, especially towards Shadow whom she later ends up with at the end of the series. She is brave as well. She is intelligent in several aspects, especially in weapons. That is her original personality. What is the strongest shogun? He
was joined by his former sandal-bearer, Toyotomi Hideyoshi, who advanced to become one of his top retainers, as well as Tokugawa Ieyasu of Mikawa (eastern Aichi Prefecture), who would eventually become the most powerful shogun Japan has ever known. What is the easiest boss fight ever? With this list, we'll cover 10 of the simplest, most
disappointing boss battles ever crafted. 4 Mysterio (Spider-Man 2) 5 Very Gnawty (Donkey Kong Country) ... 6 Papu Papu (Crash Bandicoot) ... 7 King Bob-omb (Super Mario 64) ... 8 Dracula (Castlevania II: Simon's Quest) ... 9 Lucien (Fable II) ... 10 Rocksteady (TMNT NES) ... Which shadow fight is best? Shadow Fight 3, has better graphics, the
concept of shadow abilities and a much more complex story. Shadow Fight 2 obviously lacks all these aspects, but..... the nostalgia hits hard, and therefore personally I will still choose Shadow Fight 2. Can you shocked, is shocked (again), nothing
will happen and they will only be knocked off. Players are awarded bonus coins at the end of the most popular types of magic in Shadow Fight 2. What is the most popular types of magic in Shadow Fight 2 is fire-based
magic. With this type of spell, you can create fireballs and launch them at your opponents. You can also create walls of fire that will keep enemies away from you while you attack with other spells. Who is Ghost in Shadow Fight 2. He is a mysterious, quiet figure, who has learned a lot from his
last experiences and seems to know more about Lynx than anyone else in the order but Lynx himself. When approached by Shadow, Ghost claims that he defeated Lynx easily when he met him. Can you get Titan weapon in Shadow Fight 2? At this point in the game there are no weapons of Titan, and a win over him in "Eclipse" mode will bring a huge
amount of resources for the enchantment. Was this article helpful? What is the real name of Shadow in Shadow Fight 2? Shadow for real after opening the Gates of Shadows. Is Shadow Fight 2 and 3 connected? Conclusion. The storylines between Shadow Fight 2 and 3
are definitely connected in exciting ways. Shogun is the sixth demon boss in Shadow Fight 2, first appearing in Act VI: Iron Reign. He is a military warlord and the ruler of the city, known as the Prince, after he assassinated said Prince Appearance[] Shogun
appears as a traditional Japanese Samurai, and he is armed with a Daisho - which is a Katana and a Wakizashi that he wears on his hip. He is covered in gilded black armor, and dons a Kabuto which is equipped with a Mempo that covers his whole face, excluding his white, featureless eyes. He appears to have a metal moustache on his face.
Storyline[] Act VI: Iron Reign[] Shadow and his team head on to obtain the final seal which will lock the Gates of Shadows. Making their way to Ivory City, they learn that Shogun has taken over the city and has made it the seat of his vast empire. The city though, appears to be burning in flames. Sensei narrates that the land surrounding the city was
once fertile. A wasteland is all that remains in its place now due to the effect of the Gates of Shadows. Shadow for their missing Prince and move on to higher authority for help. Sly encourages Shadow to play along with this mistaken identity. Shogun
first makes an appearance in conversation with General. After Shadow defeats Colonel, Shogun orders General to use whatever resources necessary to find and execute the rebel, who calls himself the Prince, and his associates. General responds by telling him that he will round up the best mercenary unit around and have them hunt down Shadow
and the others. Shadow then faces five mercenaries in a row in a survival style fight lasting five rounds. After their defeat, he fights General and then finally reaches Shogun. Shogun fights Shadow, still believing that he is the lost Prince. After his defeat, he fights General and then finally reaches Shogun. Shogun fights Shadow, still believing that he is the lost Prince. After his defeat, he fights General and then finally reaches Shogun. Shogun fights Shadow, still believing that he is the lost Prince. After his defeat, he fights General and then finally reaches Shogun. Shogun fights Shadow, still believing that he is the lost Prince. After his defeat, he fights General and then finally reaches Shogun. Shogun fights Shadow moves on, Shogun fights Shadow moves on the shado
surrenders his Jade Seal, claiming that even though he lost, the people will not follow a petty 'Prince'. Gates Of Shadows. He battles Shadow last in line (sixth). Interlude to fight Shogun for a third time to break the seal.
Shogun, like the previous demons, is not pleased that Shadow wants to reopen the Gates. Before the fight, he declares that this realm and empire is his and therefore if Shadow reopens the gates, Titan will be released and Shogun will lose power and influence and he will not allow this. Shogun tries to stop Shadow in his quest and the fight ensues.
After his defeat, he tells Shadow to leave as he does not have much time now before Titan destroys his world. Personality[] Shogun is extremely aggressive and hates failures. He refuses to tolerate any shortcomings or failure when it comes to the matters of his empire. He is a warlord who rules a vast empire, and claims to have conquered thousands
and entire factions. He has an extreme hatred for Shadow, whom he believes to be the Prince responsible for causing chaos in his strength, and is devastated when he is beaten in combat. He values his empire very highly, falling apart when he
believes it will be taken away from him. Shogun is fearsome, and his bodyguards fear him and his capabilities, proving that he is actually very strong. Shogun is also very cowardly, as he summoned his army to help fight Shadow in a one-on-one
match. It is shown how much the empire means to Shogun when Shogun threatens to fight Shadow just to keep his empire under his command. As re-opening the Gates of Shadows would release Titan and cause Shogun to be evicted from his seat of high power, he fights Shadow in an attempt to stop him from opening the Gates so he can remain in
his powerful position. Bodyguards[] Shogun's bodyguards' names are actually their ranks in their military. They mistake Shadow to be the late Prince of Ivory City, and as each one of them faces defeat they report their beleif to the senior officer. In addition, all their weapons are not obtainable. Corporal, bodyguard armed with a Jumonji Yari
Captain bodyguard armed with a Nodachi Major, bodyguard armed with a Modified Glaive Before fighting General, the player has to defeat his 5 mercenaries first. Equipment[] Shogun wields a pair of weapons consisting of a Katana and a Wakizashi as his
melee weapon. The Katana is used primarily for most attacks and the Wakizashi is only used to serve a finishing move to his double slash and super-slash. He also wears Crescent Helm. For ranged weapons, Shoqun uses Kunai of the Wind. He then switches to Dragon Wings after getting defeated once and Keen Chakram after getting defeated twice.
Shogun mostly uses fire-based magic. He uses Fire Ball, Fire Pillar (after being defeated once), and Asteroid (after being defeated twice). When fought in Gates of Shadows and Interlude, Shogun uses Keen Chakram and Asteroid. Battle Style[] Shogun is arguably the most difficult of the 6 demons to defeat, for many reasons. The first is that his armor
and helm is enchanted with Damage Absorption at a very high level, so essentially, very few of Shadow's attacks actually damage him. The second is that when the Overheat enchant activates, his super slash can finish of Shadow quickly. The third reason is that his ability can be worrisome to deal with, as General and Corporal can deal massive
damage to Shadow, easing the fight for Shogun. Despite this, Shogun doesn't move very fast, and isn't as aggressive as the Underworld bosses in fight style. Therefore, with well-upgraded equipment, he can be dealt with. Perks and Enchantments[] Shogun can call his bodyguards which appear from either side of the screen, do a single strike to attack
Shadow and then disappear by flying upwards. These summoned bodyguards cannot be attacked, and their attacks cannot be blocked. However, they can be dodged. Shogun uses this perk after being defeated once. The bodyguard is summoned bedyguard is summoned bedyguard is summoned bedyguard is summoned bedyguard. Shogun uses this perk after being defeated once. The bodyguard is summoned bedyguard is
have the strongest attack of all the summoned bodyguards. Shogun jumps backward when calling Corporal's and General's. His attack also
has the longest range. Shogun rolls backward when calling him. Once summoned, Captain jumps forward, steps forward, bends down, and swings his Nodachi. Shogun rolls backward when calling him. Once
summoned, Colonel jumps forward while thrusting his Bisento forward. Shogun calls him when Shadow is close to him. Colonel has the fastest attack among all the summoned bodyguards. General comes from behind Shadow
rolls towards him, pivots on one foot and swings his Glaive. Shogun summons him if he is cornered. Shogun's armor and Helm are enchanted with Damage Absorption, giving a chance to absorb all damage dealt to Shogun's katana and ranged weapons are enchanted with Overheat, giving Shogun a chance on
each strike to put a buff on himself that makes his next strike inflict 200% more damage. Appears after Shogun is a military warlord and the sixth Demon Boss in Shadow Fight 2, met in Act VI: Iron Reign. Appears as a traditional Japanese Samurai, a middle-aged man equipped with two swords
which he holsters on his right hip. He wears a full-plated helmet equiped with a mempo mask. Being a demon, it shows his demonic eyes faintly lights out of his eye sockets. Shogun can pull the secondary holstered sword, when he uses his
long attack. Storyline Edit[] Act 6: Iron Reign Edit[] Shadow and his team head on to obtain the final seal which will lock the Gates of Shadow. Making their way to Ivory City, they learn that Shogun has taken over the city and has made it the seat of his vast empire. The city though, appears to be in ruins and Sensei narrates that once this city was
very prosperous and lively but after Shogun got a hold on it, this was all that remained of its former glory. Shadow begins his fight against Shogun's bodyguards and when each one is defeated, they mistake Shadow for their missing Prince and move on to higher authority for help. Sly encourages Shadow to play along this mistaken identity. Shogun
first makes an appearance in conversation with General. After Shadow who calls himself the Prince. He and his associates are to be executed. Use whatever means necessary." General responds by telling him he will round up the best mercenary unit around and have them hunt down
Shadow and the others. Shadow then faces five mercenaries in a row of five rounds. After their defeat, he fights General and then finally reaches Shogun is left in disbelief that he was bested in combat. Before Shadow moves on Shogun
surrenders his seal claiming that even though he lost, the people will not follow a petty 'prince'. Gates Of Shadow: He battles Shadow in a Challenge-Survival combat last in line (sixth). Interlude Edit[] Shadow returns to fight Shogun for a third
time to learn how to break the seal. Shogun like the previous demons is not pleased that Shadow wants to reopen the Gates. He declares that this realm and empire is his and therefore if Shadow reopens the gates Titan will be released and Shogun will lose power and influence. Shogun tries to stop Shadow in his quest and the fight ensues.
Personality Edit[] Shogun is extremely aggressive and hates disorder, chaos and failure when it comes to the matters of his empire, and has claimed to have "enslaved thousands" and "conguer entire nations". He has an extreme hatred of Shadow whom he believes he is a Prince which caused a lot of chaos for
the empire. He deems himself the ruler of this realm until Titan is set loose. Shogun takes pride in his strength, and is devastated when he is beaten in combat. He values his empire very highly, falling apart when he believes it will be taken away from him. Shogun is fearsome, and his lesser bodyguards fear him and his capabilities, proving that he is
actually very strong. Shogun is shown to be quite arrogant, as he does not deign to deal with the enemy until he has no choice. Even when Shadow proves to be a highly dangerous threat to his empire, he assigns his greatest fighter - General - and his mercenary unit to do the dirty work for him. It is shown how much the empire means to Shogun
when Shogun threatens to fight Shadow just to keep his empire under his command. As re-opening the Gates so he can remain in his powerful position.
Shadow defeats him in a round. He uses Dragon wings once the player wins one rounds) Asteroid (Used until the player wins two rounds) Apart from these, during the fights are: Fire Ball (Used until the player wins two rounds) Apart from these, during the fights are: Fire Ball (Used until the player wins two rounds) Apart from these, during the fights are: Fire Ball (Used until the player wins one rounds) Apart from these, during the fights are: Fire Ball (Used until the player wins two rounds) Apart from these, during the fights are: Fire Ball (Used until the player wins two rounds) Apart from these, during the fights are: Fire Ball (Used until the player wins one rounds) Apart from these, during the fights are: Fire Ball (Used until the player wins one rounds) Apart from these, during the fights are: Fire Ball (Used until the player wins one rounds) Apart from these, during the fights are: Fire Ball (Used until the player wins one rounds) Apart from these, during the fights are fire the player wins one rounds.
Shogun occasionally calls his bodyguards to attack Shadow. Perks and Enchantments Edit[] Shogun's Armor has a high chance to absorb all damage. Shogun's Katana has this enchantment Special Ability Edit[] Summoning: Shogun can summon his bodyguards to
attack Shadow. They come from the edge of the screen and do a single strike which cannot be blocked, but may be dodged. Major, however, is absent from these roles and is never summoned. Gallery Edit[] Coming SOON. Bodyguards are the military force that the Demon, Shogun commands. For an unknown reason,
many of Shogun's soldiers, including his Bodyguards, recognize Shadow as a prince who ruled prior to Shogun's reign. CorporalEdit[] [5]===Quotes Edit=== "You, there - halt! If you drop your weapons and come out where I can see, I promise you a swift and painless death." "You... The Prince! But... But, you should be dead! It's impossible! Troops,
only spare my worthless life. Please, my lord!" -After defeating him Weapons Edit[] Captain wields a nodachi Personality and Appearance Edit[] Captain is an aggresive man he tells to corporal that he should have hanged him long ago, and doesnt believe he is the "prince". But after shadow beats him he begs for "mercy of prince" [Major] Edit[]
[7]===Quotes Edit=== "So, you are the impostor who pretends to be my master! Your deceit insults his memory. For that, you will pay!" "Forgive me for doubting you, my Prince. I fear Shogun's lies have entangled my mind." -After defeating him "Tell us more about Shogun." -Sensei talking to Major "After the disappearance Shogun claimed you
were killed by traitors. He executed these so-called conspirators without a trial, then seized power. But that was only the beginning... You're a threat to Shogun's power. He will stop at nothing to destroy you if he finds out you're alive. Please, my Prince, leave this city before it's too late!" Weapons Edit[] Major wields 2 wakizashi Personality and
Appearance Edit[] Unlike other bodyguards, major respects the prince and sees him as his master. Major Also states that shadow "pretends" to be prince, and by that insults the prince and tells Shogun's story [Colonel] Edit[] [8]===Quotes Edit=== "You should have
never returned, Prince. Did you think your former subjects would submit to you after what you did? Your highborn head has no place here, except on the end of a pike!" "My defeat will do you no good, monster. Shogun knows you are here. Whatever you are planning, he will stop you..." -After defeating him Weapons Edit[] Colonel wields a guandao
Personality and Appearance Edit[] Colonel hates the prince as he sees him as a Cruel "Monster" and thinks that prince should be killed. Colonel recognizes shadow as prince before fighting and after being defeated he believes should be killed. Colonel recognizes shadow as prince before fighting and after being defeated he believes should be killed.
have my best mercenary unit hunt him down. They won't fail!" -Receiving an order from Shogun "I know you have no mercy for the defeated, Prince. But whatever torture you've prepared, it will not compare to the fate awaiting those who fail to carry out Shogun's will." -After defeating him Weapons Edit[] General wields a glaive Personality and
 Appearance Edit[] General is loyal and scared of Shogun.Does anything Shogun commands.He doesnt say anything before his battle with shadow,but in the end he mentions he will not betray shogun. Character ProfileEdit[] Role: Military Warlord Weapon: Daisho Enchantments: Overheat, Damage Absorption Attack Style: Aggressive
Strengths: Unbelievable defence (can block more than 50% of all damage), massive damage Defence: Extreme Ability: Summoning Bodyguard Theme: Military Ranks Equipment:Crescent Helm, Shogun's Armor, Keen Chakram, Asteroid. Trivia Edit[] Shogun's name is ironic in the sense that Shogun means "Military Commander" or "General" in
Japanese. Shogun's bodyquards names are actually their ranks in Shogun's Army. Shogun is the only demon to feature addition of mercenaries to bodyquards, is the only demon himself/herself. Shogun uses a weapon similar to the Daisho, a weapon readily available in
the shop during the Interlude, but with different enchantments. All of Shogun's Bodyguards wield an unobtainable weapon. All of Shogun's magic attacks are fire based (Reference to the fact the Ivory city, where the fight occurs, is on fire) and each one is of a different class. Main Storyline Old Wounds Military Overlord (Warlord)Ruler of Ivory City
Did you really think you could match my power? I have conquered countless lands! Enslaved whole nations! Even Kings bow before me! " - Shogun demonstrating his authority Shogun is the sixth demon boss in Shadow Fight 2, first appearing in Act VI: Iron Reign. He is a military warlord and the ruler of Ivory City, a town near the Gates of Shadows
He seized power from the former ruler of the city, known as the Prince, after he assassinated him. What is the significance of Shogun, the demon boss. Daisho, a combination of Daito (long sword) and Shoto (short sword), becomes available for
purchase after defeating Shogun and unlocking the Gates of Shadows. This weapon, along with the Ceremonial Shuang Gou and the Ornamental Sabers, is unlocked at level 37. How did Shogun seize power in Ivory City? Shogun, the military warlord in Shadow Fight 2, took control of Ivory City by eliminating the previous ruler, the Prince. His
ascension was aided by Widow's quest for vengeance against the Prince. Shogun employed Lynx, an assassin, and Butcher, a bandit, to secure his rise to power. His resolve to retain his authority is demonstrated by his readiness to combat Shadow to avert the unsealing of the Gates of Shadows. What kind of armor does Shogun wear in the game?
Shogun, in the game, dons traditional Japanese Samurai armor, inclusive of a helm and a variant of Centurion Mail. The latter is larger, with visible pants and absent hanging plates. His headgear is a Crescent Helm. The specific in-game names of these armor pieces are not provided. Who was the former ruler of Ivory City before Shogun? Before
Shogun's reign, the Prince was the ruler of Ivory City. His rule ended when he was assassinated by Shogun, who then assumed his position. More details about the Prince's story can be found in the Special Edition of the game, specifically in Sensei's narrative, Old Wounds. What is the role of Shogun in Act VI: Iron Reign of Shadow Fight 2? Shogun
the sixth demon boss in Act VI: Iron Reign of Shadow Fight 2, rules Ivory City. He has transformed the city into the heart of his expansive empire. After Shadow overcomes Shogun's first bodyguard, Corporal, he is mistaken for the 'Prince'. Shogun's reign is marked by his conquest of numerous territories and the subjugation of entire nations.
Appearance Shogun appears as a traditional Japanese Samurai, and is armed with a Daisho - which is a pair of 2 swords, a Katana (the longer one) and a Wakizashi (the shorter one). He wears an armor and a helm similar to that of a real-life samurai, though their in-game names are unknown. Storyline Sensei's Story Part 6: The Monster Shogun is the
servant of the Prince, a man of royal birth. He is the warlord of Prince's army. After he met Widow and was manipulated by her, he sets a scheme to betray the Prince and ordered Hermit to train his soldiers. However, Shogun did not see that the Prince made a
bargain with Butcher, causing the latter to let him go. He is also not aware if the Prince is saved by Sensei later. Shogun attempts to stop him, but he fails. Prince,
City, they learn that Shogun has taken over the city and has made it the seat of his vast empire. The city though, appears to be burning in flames. Sensei narrates that the land surrounding the city was once fertile. A wasteland is all that remains in its place now due to the effect of the Gates of Shadows. Shadow begins his fight against Shogun's land on the city was once fertile.
bodyguards and when each one is defeated, they mistake Shadow for their missing Prince and move on to higher authority for help. Sly encourages Shadow to play along with this mistaken identity. Shogun first makes an appearance in conversation with General. After Shadow defeats Colonel, Shogun orders General to use whatever resources
necessary to find and execute the rebel, who calls himself the Prince, and his associates. General responds by telling him that he will round up the best mercenary unit around and have them hunt down Shadow and the others. Shadow then faces five mercenary unit around and have them hunt down Shadow and the others.
and then finally reaches Shogun. Shogun fights Shadow, still believing that he is the lost Prince. After his defeat, Shogun surrenders his Jade Seal, claiming that he was bested in combat. Before Shadow moves on, Shogun teams up with the
previous demons to halt Shadow's plans to close the Gates of Shadows. He battles Shadow returns in Interlude Shado
have much time now before Titan destroys his world. Personality Shogun is extremely aggressive and hates failures. He refuses to tolerate any shortcomings or failure when it comes to the matters of his empire. He is a warlord who rules a vast empire, and claims to have conquered thousands and entire factions. He has an extreme hatred for Shadow
whom he believes to be the Prince responsible for causing chaos in his empire. He thinks of himself as the ruler of the realm until Titan is set loose. Shogun takes pride in his strength, and is devastated when he is beaten in combat. He values his empire very highly, falling apart when he believes it will be taken away from him. Shogun is fearsome,
empire means to Shogun when Shogun threatens to fight Shadow just to keep his empire under his command. As re-opening the Gates of Shadows would release Titan and cause Shogun to be evicted from his seat of high power, he fights Shadow in an attempt to stop him from opening the Gates so he can remain in his powerful position. Bodyguards
Shogun's bodyguards' names are actually their ranks in their military. They mistake Shadow to be the late Prince of Ivory City, and as each one of them faces defeat they report their ranks in their military. They mistake Shadow to be the late Prince of Ivory City, and as each one of them faces defeat they report their belief to the senior officer. In addition, all their weapons are not obtainable. Before fighting General, the player has to defeat his 5 mercenaries first. Equipment Shogun
 wields a pair of weapons consisting of a Katana and a Wakizashi as his secondary weapon. The Katana is used primarily for most attacks and the Wakizashi is only uses Kunai of the Wind. He then switches to Dragon Wings
after getting defeated once and Keen Chakram after getting defeated twice. Shogun mostly uses fire-based magic. He uses Fire Ball, Fire Pillar (after being defeated twice). When fought in Gates of Shadows and Interlude, Shogun uses Keen Chakram after getting defeated twice.
bodyguards which appear from either side of the screen, do a single strike to attack Shadow and their attacks cannot be blocked. However, they can be dodged. Shogun uses this perk after being defeated once and in the Gates of Shadows. The bodyguard is
summoned depending upon Shogun and Shadow's position on the battlefield: Corporal: Corporal dashes forward, while thrusting his Yari forward. Shogun calls him when Shadow is close to himmoned bodyguards. Shogun jumps backward when calling Corporal dashes forward, while thrusting his Yari forward. Shogun calls him when Shadow is close to himmoned bodyguards.
Due to the speed and range of the attack, this is very hard to avoid. Captain: Captain jumps forward and performs a low slash with his Nodachi, which can easily
by avoided by jumping. Shogun summons him if Shadow, whom he mistakes as the "prince", to get hurt, and his dual wakizashi being too short to attack Shadow safely. Colonel: Colonel: Colonel's attack is the weakest. Shogun rolls backward when calling him
Once summoned, Colonel jumps forward while thrusting his Bisento forward with his strong thrust. Shogun calls him when Shadow is close to him. Colonel has the second fastest attack among all the summoned bodyguards, behind Corporal, have
the strongest attack. Shogun stands still when calling him. Upon summoning, General comes from behind Shadow, rolls towards him, pivots on one foot and performs a spinning slash with his Glaive. Shogun summon from Shogun, as not only does General's glaive deal a considerable amount of
damage and has a very generous hitbox, it knocks Shadow towards Shogun, allowing for easy followups from him which he usually takes advantage of. Due to the hitbox, it's better to avoid this attack via a back handspring rather than dashing forward. Damage Absorption Shogun's armor and Helm are enchanted with Damage Absorption, giving a
chance to absorb all damage dealt to Shogun's Katana and ranged weapons are enchanted with Overheat, giving Shogun a chance on each strike to put a buff on himself that makes his next strike inflict 200% more damage. Appears
after Shogun is defeated twice and in the Gates of Shadows. Strategy Shadow jumps over Corporal's Yari lunge while dishing out damage to Shogun with the Moon Sabers' super slash. Shogun doesn't have many notable skills, and like Widow is very susceptible to being rushed down by a weapon made for such a purpose, like Knives, Kunckles or
Swords. However, after he loses once he will start calling in his bodyguards to ambush Shadow from many directions, which not only deals good damage but effectively forces Shadow to adopt a more cautious fighting style, allowing Shogun to zone out Shadow with the Katana's range easier. His armor's Damage Absorption enchantment does little to
brighten the scene either, as it gives Shogun a chance to take no damage from Shadow's attack at all, allowing him to dwindle down the time limit and possibly win by timeout. Therefore, a weapon classes mentioned earlier, as well as
Batons/Hammers, Tonfas and the Nunchacku, as attacks that deal higher damage are less likely to be nullified by Damage Absorption. Attacks that provide movement, like the Swords super slash, can help dish out damage to Shogun while evading his bodyguards, but those with long duration and requires commitment will leave Shadow largely
vulnerable to their ambushes, especially General whom Shogun will call often if he's being comboed. Enchantments that deal chip damage like Poison or Bleeding are also recommended to bypass Shogun's Damage Absorption enchantment. Quotes General, find this rebel who calls himself 'the Prince.' He and his associates are to be arrested and
executed. Use whatever resources you deem necessary. - Shogun giving orders to General So... Here you are, after all of these years. What took you so long? Have you found another realm to ruin with your greed and incompetence? I see my assassins haven't failed completely. You're only a shadow of the Prince I knew. - Before fight No... This is
impossible... I am invincible! I cannot lose, not now! And you... you think you can take my empire away from me? Hah! They used your name to scare children, yes. But I brought them order; I gave them the Empire! My people won't follow a petty prince now... - Shogun defeated We were the strongest warriors who ever lived and yet we failed to
defeat you... - Gates of Shadows, after being defeated Interlude Until Titan finds the way through the Gates, this is my realm, and I will not allow you to take it from me! - Interlude, before Titan destroys you all. - Interlude, after defeated Olc
Wounds Weakling! You're not even good enough to be my lord's court jester. I'll crush you with a single blow! - Shogun, under Prince's mind control, belittling Sensei Rewards The Jade Seal 3 gems 4,000,000 xp Shadow Orbs Normal: 601 green orbs 378 red orbs Eclipse: 10905 green orbs 5040 red orbs 142 purple orbs Eclipse Mode Reward Shogun's
 Katana Player can obtain Shogun's Katana by defeating him once more in Eclipse mode. It can be obtained at any level, as early as level 37 (Or the player can wait until Level 52 to obtained Shogun's Katana). The Katana is enchanted with Overheat. The formula for the power of the Overheat enchantment is as follows: 3639 100 × l e v e l + 105
 \{\ {\displaystyle \frac {3639} {100} \times \mathrm{level} + 105} Achievements Conqueror Awarded for defeating Shogun. Long Live The King! Awarded for winning a fight with Shogun once more in Eclipse mode. Soundtrack During the battle with Shogun and his bodyguards, the track Burning Town plays. Gallery Trivia Shogun's ability to summore
bodyguards, is the only demon's ability which is not performed by the demon themselves. The summoned bodyguards wear Centurion Mail and Crescent. He and Butcher's achievement icons are the only ones which are not merely silhouettes of their avatars. Shogun's chest armor resembles European armor rather than the ones normally worn by
Samurai. While Shogun summons his bodyguards, Major is never summoned due to having low range weapon. "Shogun is one of the two opponents who use Magic. The other is Prince. In Old Wounds, Shogun is the only demon of Shadow Fight
2 who does not have any bodyquard of Prince. Every bodyquard of Prince. Every bodyquard of Prince of Ivory City "Did you really think you could match my power? I have conquered countless lands! Enslaved whole nations! Even Kings bow before me! "Did you really think you could match my power? I have conquered countless lands! Enslaved whole nations! Even Kings bow before me! "Did you really think you could match my power? I have conquered countless lands! Enslaved whole nations! Even Kings bow before me! "Did you really think you could match my power? I have conquered countless lands! Enslaved whole nations! Even Kings bow before me! "Did you really think you could match my power? I have conquered countless lands! Enslaved whole nations! Even Kings bow before me! "Did you really think you could match my power? I have conquered countless lands! Enslaved whole nations! Even Kings bow before me! "Did you really think you could match my power? I have conquered countless lands! Enslaved whole nations! Even Kings bow before me! "Did you really think you could match my power? I have conquered countless lands! Enslaved whole nations! Even Kings bow before me! "Did you really think you could match my power? I have conquered countless lands! Enslaved whole nations! Even Kings bow before me! "Did you really think you could match my power? I have conquered to the property of the pr
Shogun demonstrating his authority Shogun is the sixth demon boss in Shadow Fight 2, first appearing in Act VI: Iron Reign. He is a military warlord and the ruler of the city, known as the Prince, after he assassinated him. What is the significance of Shogun's
Daisho in Shadow Fight 2? In Shadow Fight 2? In Shadow Fight 2, the Daisho is a powerful weapon, along with the Ceremonial Shuang Gou and the
Ornamental Sabers, is unlocked at level 37. How did Shogun seize power in Ivory City? Shogun, the military warlord in Shadow Fight 2, took control of Ivory City by eliminating the previous ruler, the Prince. His ascension was aided by Widow's quest for vengeance against the Prince. Shogun employed Lynx, an assassin, and Butcher, a bandit, to
secure his rise to power. His resolve to retain his authority is demonstrated by his readiness to combat Shadow to avert the unsealing of the Gates of Shadows. What kind of armor does Shogun wear in the game, dons traditional Japanese Samurai armor, inclusive of a helm and a variant of Centurion Mail. The latter is larger,
with visible pants and absent hanging plates. His headgear is a Crescent Helm. The specific in-game names of these armor pieces are not provided. Who was the former ruler of Ivory City before Shogun's reign, the Prince was the ruler of Ivory City. His rule ended when he was assassinated by Shogun, who then assumed his position.
More details about the Prince's story can be found in the Special Edition of the game, specifically in Sensei's narrative, Old Wounds. What is the role of Shadow Fight 2, rules Ivory City. He has transformed the city into the heart of his expansive
empire. After Shadow overcomes Shoqun's first bodyquard, Corporal, he is mistaken for the 'Prince'. Shoqun's reign is marked by his conquest of numerous territories and the subjugation of entire nations. Appearance Shoqun appears as a traditional Japanese Samurai, and is armed with a Daisho - which is a pair of 2 swords, a Katana (the longer one)
and a Wakizashi (the shorter one). He wears an armor and a helm similar to that of a real-life samurai, though their in-game names are unknown. Storyline Sensei's Story Part 6: The Monster Shogun is the servant of the Prince, a man of royal birth. He is the warlord of Prince's army. After he met Widow and was manipulated by her, he sets a scheme
to betray the Prince, so he could claim his throne and become Widow's liege. He hired Butcher, causing the latter to let him go. He is also not aware if the Prince is saved by Sensei later. Shogun plans to become a great
warlord by using the magical Sphere that Widow has promised him. After Widow obtained the Sphere, Prince comes to her place and seizes the Sphere, takes Shogun to be executed and controls his mind with the Sphere. When Sensei arrives there,
Prince makes Shogun fight Sensei. But Sensei is able to defeat Shogun. Act VI: Iron Reign Shadow and his team head on to obtain the final seal which will lock the Gates of Shadows. Making their way to Ivory City, they learn that Shogun has taken over the city and has made it the seat of his vast empire. The city though, appears to be burning in
flames. Sensei narrates that the land surrounding the city was once fertile. A wasteland is all that remains in its place now due to the effect of the Gates of Shadows. Shadow begins his fight against Shogun's bodyguards and when each one is defeated, they mistake Shadow for their missing Prince and move on to higher authority for help. Sly
encourages Shadow to play along with this mistaken identity. Shogun first makes an appearance in conversation with General responds by telling him that he will round up a conversation with General responds by telling him that he will round up a conversation with General responds by telling him that he will round up a conversation with General responds by telling him that he will round up a conversation with General responds by telling him that he will round up a conversation with General responds by telling him that he will round up a conversation with General responds by telling him that he will round up a conversation with General responds by telling him that he will round up a conversation with General responds by telling him that he will round up a conversation with General responds by telling him that he will round up a conversation with General responds by telling him that he will round up a conversation with General responds by telling him that he will round up a conversation with General responds by telling him that he will round up a conversation with General responds by telling him that he will round up a conversation with General responds by telling him that he will round up a conversation with General responds by telling him that he will round up a conversation with the responds by the respo
he was bested in combat. Before Shadows on, Shogun surrenders his Jade Seal, claiming that even though he lost, the people will not follow a petty 'Prince'. Gates of Shadows. He battles Shadow last in line (sixth). His bodyguards attack you when
fighting him like in round 2-3 against him in his normal boss fight. Interlude Shadow returns in Interlude to fight Shogun for a third time to break the seal. Shogun, like the previous demons, is not pleased that Shadow reopens the gates,
Titan will be released and Shogun will lose power and influence and he will not allow this. Shogun tries to stop Shadow in his quest and the fight ensues. After his defeat, he tells Shadow to leave as he does not have much time now before Titan destroys his world. Personality Shogun is extremely aggressive and hates failures. He refuses to tolerate
any shortcomings or failure when it comes to the matters of his empire. He is a warlord who rules a vast empire and claims to have conquered thousands and entire factions. He has an extreme hatred for Shadow, whom he believes to be the Prince responsible for causing chaos in his empire. He thinks of himself as the ruler of the realm until Titan issue to be the Prince responsible for causing chaos in his empire.
set loose. Snogun takes pride in his strength, and is devastated when he is beaten in combat. He values his empire very highly, falling apart when he believes it will be taken away from him. Snogun is snown to be quite arrogant, as he does
not deign to deal with the enemy until he has no choice. Even when Shadow proves to be a highly dangerous threat to his empire, he prefers to assign General to do the dirty work for him. It is shown how much the empire means to Shogun when Shadow just to keep his empire under his command. As re-opening the Gates of
Shadows would release Titan and cause Shogun to be evicted from his seat of high power, he fights Shadow in an attempt to stop him from opening the Gates so he can remain in his powerful position. Bodyguards Shogun's bodyguard
each one of them faces defeat they report their belief to the senior officer. In addition, all their weapons are not obtainable. Before fighting General, the player has to defeat his 5 mercenaries first. Equipment Shoqun wields a pair of weapons consisting of a Katana and a Wakizashi as his secondary weapon. The Katana is used primarily for most
attacks and the Wakizashi is only used to serve a finishing move to his double slash and super-slash. He also wears Crescent Helm. For ranged weapons, Shogun uses Kunai of the Wind. He then switches to Dragon Wings after getting defeated once and Keen Chakram after getting defeated twice. Shogun mostly uses fire-based magic. He uses Fire
Ball, Fire Pillar (after being defeated once), and Asteroid (after being defeated twice). When fought in Gates of Shadows and Interlude, Shogun can call his bodyguards which appear from either side of the screen, do a single strike to attack Shadow and then disappear by flying
upwards. These summoned bodyguards cannot be attacked, and their attacks cannot be blocked. However, they can be dodged. Shogun uses this perk after being defeated once and in the battlefield: Corporal: Corporal: Corporal; along with General, have the
strongest attack of all the summoned bodyguards. Shogun jumps backward when calling Corporal. Upon summoning, Corporal dashes forward, while thrusting his Yari forward. Shogun calls him when Shadow is close to him. Due to the speed and range of the attack, this is very hard to avoid. Captain: Captain's attack is stronger than Colonel's attack,
but weaker than Corporal's and General's. His attack also has the longest range, Shogun rolls backward when calling him, Once summoned, Captain jumps forward and performs a low slash with his Nodachi, which can easily by avoided by jumping. Shogun summons him if Shadow is too far from him, Major: Major is not summoned by Shogun, both
due to him not wanting Shadow, whom he mistakes as the "prince", to get hurt, and his dual wakizashi being too short to attack Shadow safely. Colonel jumps forward while thrusting his Bisento forward with his strong thrust. Shogun calls him when
Shadow is close to him. Colonel has the second fastest attack among all the summoned bodyguards, behind Corporal, have the strongest attack. Shogun stands still when calling him. Upon summoning, General comes from behind Shadow, rolls
towards him, pivots on one foot and performs a spinning slash with his Glaive. Shogun, as not only does General's glaive deal a considerable amount of damage and has a very generous hitbox, it knocks Shadow towards Shogun, allowing for easy followups from him which
he usually takes advantage of. Due to the hitbox, it's better to avoid this attack via a back handspring rather than dashing forward. Damage Absorption, giving a chance to absorb all damage dealt to Shogun's body/head by a single strike. The chance of this happening scales with the
damage of the attack. Overheat Shoqun's Katana and ranged weapons are enchanted with Overheat, giving Shoqun a chance on each strike to put a buff on himself that makes his next strike inflict 200% more damage. Appears after Shoqun is defeated twice and in the Gates of Shadows. Strategy Shadow jumps over Corporal's Yari lunge while dishing
out damage to Shogun with the Moon Sabers' super slash. Shogun doesn't have many notable skills, and like Widow is very susceptible to being rushed down by a weapon made for such a purpose, like Knives, Kunckles or Swords. However, after he loses once he will start calling in his bodyguards to ambush Shadow from many directions, which not
only deals good damage but effectively forces Shadow to adopt a more cautious fighting style, allowing Shogun to zone out Shadow with the Katana's range easier. His armor's Damage from Shadow's attack at all, allowing him to dwindle
down the time limit and possibly win by timeout. Therefore, a weapon designed to deal massive damage and/or has high head hit rates are recommended, like the three weapon classes mentioned earlier, as well as Batons/Hammers, Tonfas and the Nunchacku, as attacks that deal higher damage are less likely to be nullified by Damage Absorption.
Attacks that provide movement, like the Swords super slash, can help dish out damage to Shogun while evading his bodyguards, but those with long duration and requires commitment will leave Shadow largely vulnerable to their ambushes, especially General whom Shogun will call often if he's being comboed. Enchantments that deal chip damage
like Poison or Bleeding are also recommended to bypass Shogun's Damage Absorption enchantment. Quotes General, find this rebel who calls himself 'the Prince.' He and his associates are to be arrested and executed. Use whatever resources you deem necessary. - Shogun giving orders to General So... Here you are, after all of these years. What took
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His counterpart in Shadow Fight 1 is Samurai. In Old Wounds, Shogun is one of the two opponents who use Magic. The other is Prince. In Old Wounds, Shogun is one of Shadow Fight 2 who does not have any bodyguards and is himself a bodyguard of Prince. Every bodyguard of Shogun has an unobtainable weapon.
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