



**NEKKI SHOWS NEW SHADOW FIGHT ARENA TRAILER. RELEASE OF THE PVP FIGHTING GAME IS PLANNED FOR LATER IN 2020.**

The most played fighting game series in the world prepares its 400 million fans for exciting real-time PvP tournaments with an action packed trailer.

Limassol, Cyprus - 2020 April 20 - Game publisher Nekki today released the official trailer for Shadow Fight Arena, which is the first real-time PvP game in the history of the popular fighting RPG series. Over the course of 2020, Shadow Fight Arena will be initially released on iOS and Android - and later on PC, PlayStation 4 and Xbox One.

In Shadow Fight Arena, you put together a team of three from a set of Shadow Fight heroes, immerse yourself in a world of unique martial arts styles and compete with other human players for the title of the champion.

The game combines the classic controls of the single player series with a newly developed real-time PvP engine, that gives both players precise control over every battle movement. A progressive talent system also gives the player a variety of development opportunities, right down to the ability to transform his heroes into completely different characters.

Moreover, the 3D graphics of the 2018 predecessor Shadow Fight 3 have been significantly improved. Armor and weapons are displayed in more detail and surfaces and materials of all objects appear more realistic. The heroes now have facial animations. All background locations have been given a new visual depth, and players will notice realistic shadows and more details in every object. Physically precise character animations, based on Nekki's in-house animation technology Cascadeur, give the player the feeling of being