

XBOX ONE





WARNING Before playing this game, read the Xbox One™ system, and accessory manuals for important safety and health information. www.xbox.com/support.

Important Health Warning: Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people with no history of seizures or epilepsy may have an undiagnosed condition that can cause “photosensitive epileptic seizures” while watching video games. Symptoms can include light-headedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, momentary loss of awareness, and loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects. **Immediately stop playing and consult a doctor if you experience any of these symptoms.** Parents, watch for or ask children about these symptoms—children and teenagers are more likely to experience these seizures. The risk may be reduced by being farther from the screen; using a smaller screen; playing in a well-lit room, and not playing when drowsy or fatigued. If you or any relatives have a history of seizures or epilepsy, consult a doctor before playing.

CONTENTS

FINISH THE FIGHT	3	ULTIMATE TEAM	12
CONTROLS	3	ONLINE PLAY	14
INSIDE THE OCTAGON	7	LIMITED 90-DAY WARRANTY ..	15
EVENTS	10	NEED HELP?	16
CAREER	10		

FINISH THE FIGHT






Return to the Octagon with the most realistic take on fighting to date! This year, emphasis is on new features that enhance and improve the *UFC* formula, including ultimate character likenesses and animations, an all-new Knockout Physics System, and new online and offline experiences.

From the walkout to the knockout, *EA SPORTS™ UFC® 2* brings the action, emotion, and intensity of the Octagon to life. Step back inside to experience the excitement of finishing the fight.

CONTROLS

Move fighter	
Grappling	
Block high	
Block low	
Technical modifier	
Body/Takedown modifier	

STAND-UP

Change stance	
Left straight punch	
Right straight punch	
Left leg kick	
Right leg kick	





































TAKEDOWNS

Single leg	 + 
Double leg	 + 
Power single leg	 +  + 
Power double leg	 +  + 
Defend takedown	 + 

CLINCH ATTEMPTS

Single collar	
Over under	
Double under	 + 
Thai clinch	 + 
Defend clinch	 + 

STRIKING

Jab	
Straight	
Hook	 +  / 
Uppercut	 +  / 
Leg kick	 / 
Roundhouse kick	 +  / 
Front kick	 +  / 
Slip	 +  /  /  / 
Short lunge	 (flick)
Long lunge	 +  (flick)
Parry high	 +  /  /  / 
Parry low	 +  /  /  / 
Technical punch	 +  / 
Technical kick	 +  / 

CLINCH

Left punch	X
Right punch	Y
Left knee	A
Right knee	B
Clinch transition	⟨R⟩ / ⟨R⟩
Break clinch	⟨R⟩
Submission attempt	LT + ⟨R⟩ / ⟨R⟩ / ⟨R⟩ / ⟨R⟩
Takedown attempt	LT + ⟨R⟩ / ⟨R⟩ / ⟨R⟩ / ⟨R⟩

DEFEND POSITION

Defend transition left	RT + ⟨R⟩
Defend transition right	RT + ⟨R⟩
Defend takedown	RT + ⟨R⟩
Defend clinch break	RT + ⟨R⟩

STRIKING


Hook	X / Y
Elbows	LB + X / Y
Uppercut	⟨L⟩ + X / Y
Knee	A / B
Knee to head (Muay Thai)	LB + A / B
Single collar whip	LB + ⟨R⟩ / ⟨R⟩
Muay Thai whip	LB + ⟨R⟩ / ⟨R⟩

GROUND

ADVANCE POSITION

Pass	⟨R⟩ / ⟨R⟩ / ⟨R⟩ / ⟨R⟩
Advanced positions	LB + ⟨R⟩ / ⟨R⟩ / ⟨R⟩ / ⟨R⟩
Submission attempts	LT + ⟨R⟩ / ⟨R⟩ / ⟨R⟩ / ⟨R⟩

DEFEND POSITION













Defend/Sweep	 +  (in direction of opponent movement)
Block high	
Block low	

STRIKING

Straights	 / 
Straights body modifier	 +  / 
Hook	 +  / 
Elbows	 +  / 
Hammerfist	 +  / 
Knees	 / 

FINISH THE FIGHT

STRIKING

Hook	 / 
Elbow	 +  / 
Hammerfist	 +  / 
Body hook	 +  / 
Knee	 / 

DEFEND

Quick recover	 / 
---------------	---

INSIDE THE OCTAGON

FIGHT TIPS

Once you're inside the Octagon, it's time to put your moves to the test and see if you can dominate your opponent. Use these tips to master some of the maneuvers that can lead to victory!

CLINCH

Flick **R** toward or away from your opponent to get in close and lock them in a clinch. Hold **LB** to perform more sophisticated clinch attempt moves.

Once you have locked up your opponent, strike with **X**, **Y**, **A**, and **B**. While striking, hold **LB** or **RT**, or move **L** away from your opponent to modify these strikes.

CLINCH DEFENSE

If your opponent tries to get you into a clinch, hold **RT** and move **R** to avoid it. If they do lock you up, press and hold **R** to try to get out of it.

TAKEDOWNS

Ready to take the fight to the ground? You can do this from any standing position, including when you have your opponent in a clinch.

To start, hold **RT**. At the same time, move **R** or **B**. If successful, your opponent will lose their balance, and your fighter will take advantage of this to knock them to the ground.

For a Power Takedown, hold **LB** while performing this move!

GROUND MOVES

Once you have your opponent on the ground, press **A**, **X**, **Y**, and **B** to strike. Hold **LB** or **RT** to modify these strikes. Move **RT** to posture up, and continue attacking. You can also shift position by moving **RT** in the direction you'd like to go.

GRAPPLE ASSIST HUD

When you're on the ground, you may see available maneuvers appear on the HUD. Move **RT** in the direction of the move you would like to perform. The bars will fill until you have successfully completed the maneuver—just be careful of getting hit, as this resets the bar!

To deactivate the Grapple Assist HUD, press the **Menu** button to access the Pause menu, and then go to **SETTINGS > GAMEPLAY** and toggle the Grapple Assist HUD to **OFF**. Now you can perform the same moves using the standard controls, without HUD assistance.

GAMESCREEN



Keep track of the damage you inflict at the top of the game screen. One fighter's health and stamina information appears in the upper left corner of the screen, while the other fighter's information appears in the upper right corner.

At the top of the screen, see the time left in the round. Along with the clock are bars that indicate which round it is and how many total rounds there are in the current event.

HEALTH

As you take damage, your fighter will show signs of injury, including blood and bruising. Monitor your character's health in the upper corner of the screen. The character image shows injured body parts in red. Protect those areas!

PRO TIP: While dealing damage is critical for a win—especially a knockout win—make sure you also impress the judges with your moves. If both you and your opponent are still standing at the end of a match, solid technique and blocking can go a long way towards a win from the judges!

STAMINA

Keep an eye on your fighter's stamina bar in the top corner of the screen. While attacking your opponent, this bar will gradually deplete as your energy is drained. Watch for signs of fatigue in your fighter, such as moves becoming slower and sloppier. Move away from your opponent to let your stamina recharge.

FIGHT NOW

Select FIGHT NOW to put your mixed martial arts skills to the test in a *UFC* match. Soak in the electric atmosphere as you watch each fighter enter the stadium to the sounds of cheering crowds. Once you're inside the Octagon, think like a champion as you try to take down your opponent!

To get started, choose your weight division and scroll through available UFC fighters for each corner. When you're satisfied with your match-up, advance to the next screen to set up your fight's difficulty level, the number of rounds you'll play, the venue, and more.

Select ADVANCE TO FIGHT to get into the Octagon. The fight is on.

SKILL CHALLENGES

Learn how to walk out of the Octagon a champion with Skill Challenges. Master moves in three categories: Stand-Up, Clinch, and Ground. Select your Challenge, set your difficulty level, and see how many points you can score within the time limit based on how well you perform.

After each Challenge, you'll receive a Rank of A, B, C, D, or F. Retry Challenges to improve your score, and see if you can master them all!

PRACTICE MODE

Come here to learn moves and practice your technique without scoring. Select your corner, and then set up the Octagon for your practice session.

EVENTS

LIVE EVENTS

Predict the outcome of real-world, upcoming UFC matches and see if you're right to win Ultimate Team rewards! Select who you think will reign victorious in the Octagon; you can even decide how and when the match will end. Think your favorite fighter will win with a knockout in round two? Make your selections, compare them to the predictions of other *EA SPORTS UFC 2* players, and earn Event Points that go towards Ultimate Team rewards if you're correct.

You can also play the fights yourself. Perform the match exactly the way you predicted to earn extra Event Points!

CUSTOM EVENTS

Pit your favorite fighters against each other in Custom Events. Choose who will fight to create a Fight Card, and then play through your event to see who comes out on top!

Select **MANAGE EVENTS** to see all of the events you have created. Check out past results from completed matches, or replay any to experience the fight all over again.

CAREER

Create or import a fighter and get ready to take them to the top of their game. You might build a master of the takedown, a powerhouse striker with lots of stamina, or a high-speed martial artist with extra defense. The vast number of fighter types, weight classes, and attributes available give you plenty of ways to fine-tune your fighter.

Advance to training, build your skills, and take on opponents as you strike your way to the Ultimate Fighting Championship®!

CREATE YOUR FIGHTER

Select **START A NEW CAREER** to create a new fighter from scratch. This lets you choose everything from your fighter's most impressive moves to the gear they will wear inside and outside the Octagon.

- General Info** Start with the basics. Choose your fighter's name, age, weight class, and more.
- Appearance** Your look will help define you in the Octagon. Customize your fighter's face, hair, body type, and more—even their tattoos.
- Fight Kit** Choose your fighter's outfit and mouth guard so they're ready for the fight.
- Style** Choose your fighter's walkout music, personality, and taunt style to define their style.
- Skills** View your character's starting attributes. All fighters start with a base set, based on the fighter type you've selected. If you don't like the attributes you see, select a different fighter style or weight class to reset the attributes so they reflect your new choice.

PROGRESSION

Once you create your fighter, you'll need to win an elimination fight to prove yourself. Warm up with Skills Challenges, and then get ready to win your spot in The Ultimate Fighter (TUF) house.

From there, continue with offline matches to move up in your career, gain fans, and earn Evolution Points for your progress. Spend your Evolution Points on new and upgraded moves and perks; from the Gym Hub, select **MY FIGHTER** to get started. Build your martial artist's strength and finesse so they dominate their opponents in the Octagon!

ULTIMATE TEAM

Create your own dream team of fighters in Ultimate Team, and then take them to the top in offline play and online competition. You can create up to five fighters to make a team.

At the top of the Ultimate Team screen, you'll see your team's name, level, and score as you progress through the mode. View the leaderboards and your overall earnings on the right of the screen. Each time you enter Ultimate Team mode, select any of your created fighters to play as them.

NOTE: Ultimate Team mode requires an active online connection, even when playing offline matches. With single-player offline play, you'll be matched up against computer-controlled fighters created by other Ultimate Team players.

CREATE YOUR FIGHTER

To get started with a fighter in Ultimate Team, customize your own male or female character. Similar to Career mode, you can choose their name, weight class, appearance, fight gear, walkout music, and more.

Pay special attention to the weight class you choose because this determines the attributes your fighter will have, the competitors you will face in matches, and the leaderboards you will compete on.

PACKS AND ITEMS

Next, you'll receive a free Starter Pack with items you can use to customize your new fighter and boost their attributes. You'll receive more Packs as you progress through Ultimate Team mode, so you can continually upgrade your fighter to take them to the top!

Items come in five Levels—the higher the Level, the better the item. To view the details of an item, move **(R)/(R)** to flip it over. The back of an item shows additional details about it.

When you receive an item you want to apply to your fighter, highlight the card and press **A**. Your fighter is now customized!

You are bound to collect more items than you can use at any given time. That's why you can allocate any item to your Collection to save it for later (**Y**) or sell it for Coins (**X**). To send all of your new items to your Collection, press **B**, or sell all of your new items by pulling **RT**.

View your Collection at any time to apply items to your fighter or sell them.

ULTIMATE TEAM STORE

Visit the Ultimate Team Store to browse Fight Packs for your fighters. Spend Coins earned in Ultimate Team or purchase *UFC* Points to spend on new Fight Packs. These can include anything from attribute boosts to brand new moves your fighters can perform.

PROGRESSION

Play offline or compete in online matches to progress through Ultimate Team mode with up to five fighters. Earn XP every time you fight to improve your overall team level. Compare your rank with your friends and other *EA SPORTS UFC 2* players on the leaderboards to see how you're faring.

NOTE: You can play the following game modes online against real *EA SPORTS UFC 2* players or offline against computer-controlled opponents. Online and offline progress is tracked separately. You need an active online connection for both online and offline play.

ULTIMATE CHAMPIONSHIPS

Advance through divisions to earn Coins you can spend on Fight Packs. Win enough matches, and you'll move up a division; lose, and you may be relegated to the previous division. You'll face tougher competition each time—see how far you can go!

TITLE CHASE

Work your way up from a prospect. Every time you win a fight, you move closer to becoming a contender. Prove that you have what it takes to be a champion!

DAILY OBJECTIVES

Check back every day for new Daily Objectives to earn more Coins.

ONLINE PLAY

Put your skills to the test against other *UFC 2* players in online play.

QUICK FIGHT

Jump into a one-off, unranked game against a live opponent. This is a great place to try your moves against real opposition and see how you fare, or just play for fun!

RANKED CHAMPIONSHIPS

Fight online against live opponents in ranked matches. Work your way up as you prove yourself with wins, and see if you can win the championship!

ONLINE RIVALRIES

Challenge your friends who play *UFC 2* in competitive matches.

DLC STORE

Visit the Xbox Store to browse available DLC and find new fighters to bring into the game.

LIMITED 90-DAY WARRANTY

NOTE: Warranty does not apply to digital download products.

ELECTRONIC ARTS LIMITED WARRANTY

Electronic Arts warrants to the original purchaser of this product that the recording medium on which the software program(s) are recorded (the "**Recording Medium**") is free from defects in materials and workmanship for a period of 90 days from the date of purchase. If the Recording Medium is found to be defective within 90 days from the date of purchase, Electronic Arts agrees to replace the Recording Medium free of charge upon receipt of the Recording Medium at its service center, postage paid, with proof of purchase. This warranty is limited to the Recording Medium containing the software program that was originally provided by Electronic Arts. This warranty shall not be applicable and shall be void if, in the judgment of Electronic Arts, the defect has arisen through abuse, mistreatment or neglect.

This limited warranty is in lieu of all other warranties, whether oral or written, express or implied, including any warranty of merchantability or fitness for a particular purpose, and no other representation of any nature shall be binding on or obligate Electronic Arts. If any such warranties are incapable of exclusion, then such warranties applicable to this product, including implied warranties of merchantability and fitness for a particular purpose, are limited to the 90-day period described above. In no event will Electronic Arts be liable for any special, incidental, or consequential damages resulting from possession, use or malfunction of this Electronic Arts product, including damage to property, and to the extent permitted by law, damages for personal injury, even if Electronic Arts has been advised of the possibility of such damages. Some states do not allow limitation as to how long an implied warranty lasts and/or exclusions or limitation of incidental or consequential damages so the above limitations and/or exclusion of liability may not apply to you. In such jurisdictions, the Electronic Arts' liability shall be limited to the fullest extent permitted by law. This warranty gives you specific rights. You may also have other rights that vary from state to state.

RETURNS WITHIN THE 90-DAY WARRANTY PERIOD

Please return the product along with (1) a copy of the original sales receipt showing the date of purchase, (2) a brief description of the difficulty you are experiencing, and (3) your name, address and phone number to the address below and Electronic Arts will mail a replacement Recording Medium to you. If the product was damaged through misuse or accident, this 90-day warranty is rendered void and you will need to follow the instructions for returns after the 90-day warranty period. We strongly recommend that you send your products using a traceable delivery method. Electronic Arts is not responsible for products not in its possession.

EA WARRANTY INFORMATION

If the defect in the Recording Medium resulted from abuse, mistreatment or neglect, or if the Recording Medium is found to be defective after 90 days from the date of purchase, choose one of the following options to receive our replacement instructions:

Online Warranty Information: <http://warrantyinfo.ea.com>

EA Warranty Mailing Address:

Electronic Arts Customer Warranty, 7700 W Parmer Lane, Building C, Austin, TX 78729-8101

NOTICE

Electronic Arts reserves the right to make improvements in the product described in this manual at anytime and without notice.

NEED HELP?

The EA Worldwide Customer Experience team is here to ensure you get the most out of your game—anytime, anywhere.

- ▶ **Online Support & Contact Info** For FAQs, help articles, and to contact us, please visit help.ea.com.
- ▶ **Twitter & Facebook Support** Need a quick tip? Reach out on Twitter to [@askeasupport](https://twitter.com/askeasupport) or post on facebook.com/askeasupport.