



UFC[®] 2

CONTENTS

GETTING STARTED	2	CAREER	10
FINISH THE FIGHT	3	ULTIMATE TEAM	12
CONTROLS	3	ONLINE PLAY	14
INSIDE THE OCTAGON	7	NEED HELP?	15
EVENTS	10		





See important health and safety warnings in the system Settings menu.


GETTING STARTED

PLAYSTATION®4 SYSTEM

Starting a game: Before use, carefully read the instructions supplied with the PS4™ computer entertainment system. The documentation contains information on setting up and using your system as well as important safety information.

Touch the (power) button of the PS4™ system to turn the system on. The power indicator blinks in blue, and then lights up in white. Insert the *EA SPORTS™ UFC® 2* disc with the label facing up into the disc slot. The game appears in the content area of the home screen. Select the software title in the PS4™ system's home screen, and then press the  button. Refer to this manual for information on using the software.

Quitting a game: Press and hold the  button, and then select [Close Application] on the screen that is displayed.

Returning to the home screen from a game: To return to the home screen without quitting a game, press the  button. To resume playing the game select it from the content area.

Removing a disc: Touch the (eject) button after quitting the game.



Trophies: Earn, compare and share trophies that you earn by making specific in-game accomplishments. Trophies access requires a Sony Entertainment Network account.

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	left stick
Grappling	right stick
Block high	R1 button
Block low	R2 button
Technical modifier	L1 button
Body/Takedown modifier	L2 button

STAND-UP

Change stance	↑ button / ↓ button
Left straight punch	⬅ button
Right straight punch	➡ button
Left leg kick	⊗ button
Right leg kick	⊙ button

TAKEDOWNS

Single leg	L2 button + right stick ➡
Double leg	L2 button + right stick ←
Power single leg	L1 button + L2 button + right stick ➡
Power double leg	L1 button + L2 button + right stick ←
Defend takedown	R2 button + right stick ↓

CLINCH ATTEMPTS

Single collar	right stick ➡
Over under	right stick ←
Double under	L1 button + right stick ←
Thai clinch	L1 button + right stick ➡
Defend clinch	R2 button + right stick ↑

STRIKING

Jab	⬇ button
Straight	⬆ button
Hook	left stick ➡ + ⬇ button / ⬆ button
Uppercut	left stick ← + ⬇ button / ⬆ button
Leg kick	⊗ button / ⊙ button
Roundhouse kick	left stick ← + ⊗ button / ⊙ button
Front kick	left stick ➡ + ⊗ button / ⊙ button
Slip	L2 button + left stick ➡ / ↑ / ← / ↓
Short lunge	left stick (flick)
Long lunge	L1 button + left stick (flick)
Parry high	R1 button + ⬇ button / ⬆ button / ⊗ button / ⊙ button
Parry low	R2 button + ⬇ button / ⬆ button / ⊗ button / ⊙ button
Technical punch	L1 button + ⬇ button / ⬆ button
Technical kick	L1 button + ⊗ button / ⊙ button

CLINCH

Left punch	⬤ button
Right punch	⬤ button
Left knee	⊗ button
Right knee	⊙ button
Clinch transition	right stick ← / →
Break clinch	right stick ↑
Submission attempt	L2 button + right stick → / ↑ / ← / ↓
Takedown attempt	L2 button + right stick → / ↑ / ← / ↓

DEFEND POSITION

Defend transition left	R2 button + right stick ←
Defend transition right	R2 button + right stick →
Defend takedown	R2 button + right stick ↓
Defend clinch break	R2 button + right stick ↑

STRIKING

Hook	⬤ button / ⬤ button
Elbows	L1 button + ⬤ button / ⬤ button
Uppercut	left stick ← + ⬤ button / ⬤ button
Knee	⊗ button / ⊙ button
Knee to head (Muay Thai)	L1 button + ⊗ button / ⊙ button
Single collar whip	L1 button + right stick ←/→
Muay Thai whip	L1 button + right stick ←/→

GROUND

ADVANCE POSITION

Pass	right stick → / ↑ / ← / ↓
Advanced positions	L1 button + right stick → / ↑ / ← / ↓
Submission attempts	L2 button + right stick → / ↑ / ← / ↓

DEFEND POSITION

Defend/Sweep	R2 button + right stick (in direction of opponent movement)
Block high	R1 button
Block low	R2 button

STRIKING

Straights	⬤ button / ⬤ button
Straights body modifier	L2 button + ⬤ button / ⬤ button
Hook	left stick ↓ + ⬤ button / ⬤ button
Elbows	L1 button + ⬤ button / ⬤ button
Hammerfist	left stick ↑ + ⬤ button / ⬤ button
Knees	⊗ button / ⊙ button

FINISH THE FIGHT

STRIKING

Hook	⬤ button / ⬤ button
Elbow	L1 button + ⬤ button / ⬤ button
Hammerfist	left stick ↑ + ⬤ button / ⬤ button
Body hook	L2 button + ⬤ button / ⬤ button
Knee	⊗ button / ⊙ button

DEFEND

Quick recover	right stick ← / →
---------------	-------------------

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 the right stick toward or away from your opponent to get in close and lock them in a clinch. Press and hold the **L1** button to perform more sophisticated clinch attempt moves.

Once you have locked up your opponent, strike with the **X**, **□**, **△**, and **○** buttons. While striking, press and hold the **L1** button or **L2** button, or move the left stick away from your opponent to modify these strikes.

CLINCH DEFENSE

If your opponent tries to get you into a clinch, hold the **R2** button and move the right stick **↑** to avoid it. If they do lock you up, move and hold the right stick **↑** 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 the **L2** button. At the same time, move the right stick **←** or **→**. 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 the **L1** button while performing this move!

GROUND MOVES

Once you have your opponent on the ground, press the \otimes , \odot , \triangle , and \odot buttons to strike. Hold the **L1** or **L2** button to modify these strikes. Move the right stick \uparrow to posture up, and continue attacking. You can also shift position by moving the right stick 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 the right stick 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 **OPTIONS** 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 the right stick \leftarrow/\rightarrow 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 the \otimes button. 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 (\triangle button) or sell it for Coins (\ominus button). To send all of your new items to your Collection, press the \odot button, or sell all of your new items by pressing the **R2** button.

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 PlayStation®Store to browse available DLC and find new fighters to bring into the game.

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.

“PlayStation” and the “PS” Family logo are registered trademarks and the PS4 logo is a trademark of Sony Computer Entertainment Inc.