 **WARNING:** Some people may experience a seizure when exposed to flashing lights or patterns in video games. ([xbox.com/healthandsafety](https://xbox.com/healthandsafety)).

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## SHAPE YOUR LEGEND

In *EA SPORTS™ UFC® 4* the fighter you become is shaped by your fight style, your achievements, and your personality. Develop and customize your character through a unified progression system across all modes. Go from unknown amateur to UFC superstar in the new Career Mode, experience the origins of combat sports in two all-new environments; The Kumite and The Backyard, or challenge the world in new Blitz Battles or Online World Championships to become the undisputed champ. In gameplay, fluid clinch-to-strike combinations offer more responsive and authentic stand-up gameplay, while overhauled takedown and ground mechanics deliver more control in those key phases of the fight. No matter how, or where, you play *EA SPORTS UFC 4* puts 'you' at the center of every fight.

# CONTROLS

**Note:** All **A/B** and **X/Y** controls assume your fighter is in Orthodox Stance. These controls are reversed in Southpaw Stance.

## STAND UP: STRIKING FUNDAMENTALS

Locomotion	
Head Movement	
Switch Stance	
Lead Jab	<b>X</b> (tap)
Back Cross	<b>Y</b> (tap)
Lead Leg Kick	<b>A</b> (tap)
Back Leg Kick	<b>B</b> (tap)
Lead Hook	+ <b>X</b> (tap)
Back Hook	+ <b>Y</b> (tap)
Lead Uppercut	<b>X</b> + <b>A</b> (tap)
Back Uppercut	<b>Y</b> + <b>B</b> (tap)
Lead Body Kick	+ <b>A</b> (tap)
Back Body Kick	+ <b>B</b> (tap)
Lead Head Kick	+ <b>A</b> (tap)
Back Head Kick	+ <b>B</b> (tap)
Body Strike Modifier	
Strike Modifiers	and/or
High Block	
Low Block	+
Leg Catch	+  (timed)
Clinch Attempt	+ <b>X</b> or <b>A</b> (tap)
Taunts	/  /  /

## STAND UP: STRIKING ADVANCED (FIGHTER DEPENDENT)

Lead Overhand	RB + X (hold)
Back Overhand	RB + Y (hold)
Lead Question Mark Kick	LB + A (hold)
Back Question Mark Kick	LB + B (hold)
Back Body Jump Spin Kick	LT + A (hold)
Lead Body Switch Kick	LT + B (hold)
Lead Front Kick	RB + A (tap)
Back Front Kick	RB + B (tap)
Lead Crane or Jumping Switch Kick	RB + B (hold)
Back Crane or Jumping Switch Kick	RB + A (hold)
Lead Body Front Kick	LT + RB + A (tap)
Back Body Front Kick	LT + RB + B (tap)
Back Body Crane Kick	LT + RB + A (hold)
Lead Body Crane Kick	LT + RB + B (hold)
Lead Body Side Kick	LT + LB + A (tap)
Back Body Side Kick	LT + LB + B (tap)
Back Body Spin Side Kick	LT + LB + A (hold)
Lead Body Spin Side Kick	LT + LB + B (hold)
Lead Leg Side Kick	LT + RB + X (tap)
Back Leg Oblique Kick	LT + RB + Y (tap)
Two-touch Spinning Side Kick	LT + RB + X (hold)
Body Handplant Roundhouse	LT + RB + Y (hold)

**Lead Spinning Backfist** LB + RB + X (tap)

**Back Spinning Backfist** LB + RB + Y (tap)

**Lead Spinning Heel Kick** LB + RB + X (hold)

**Back Spinning Heel Kick** LB + RB + Y (hold)

**Lead Hook or Axe Kick** LB + RB + A (tap)

**Back Hook or Axe Kick** LB + RB + B (tap)

**Back Head Spin Side Kick** LB + RB + A (hold)

**Lead Head Spin Side Kick** LB + RB + B (hold)

**Lead Superman Jab** LB + X + A (tap)

**Back Superman Punch** LB + Y + B (tap)

**Lead Jumping Roundhouse** LB + X + A (hold)

**Back Jumping Roundhouse** LB + Y + B (hold)

**Lead Head Side Kick** RB + X + A (tap)

**Back Head Side Kick  
or Ducking Roundhouse** RB + Y + B (tap)

**Lead Tornado Kick** RB + X + A (hold)

**Back Cartwheel Kick** RB + Y + B (hold)

**Lead Elbow** RT + X (tap)

**Back Elbow** RT + Y (tap)

**Lead Spinning Elbow** RT + Y (hold)

**Back Spinning Elbow** RT + X (hold)

**Lead Knee** RT + A (tap)

**Back Knee** RT + B (tap)

**Lead Flying Switch Knee** RT + A (hold)

**Lead Flying Knee** RT + B (hold)

## STAND UP: TAKEDOWNS/DEFENSE

Single Leg	LT + X (hold)
Double Leg	LT + Y (hold)
Power Single Leg	LT + LB + X (hold)
Power Double Leg	LT + LB + Y (hold)
Driving Takedowns (Defended Late Takedowns)	LS / TS / ES
Defend Takedowns	LT + RT
Defend Driving Takedown	TS (match attacker direction)

## CLINCH: FUNDAMENTALS

Note: Clinches are performed with RB + X (tap) or A (tap).

Move Opponent	TS
Transition	RB + X (tap) or Y (tap)
Transitions on Cage	TS
Trips/Throws	RB + A (tap) or B (tap)
High Block	RT
Low Block	LT + RT
Defend Trips/Throws	LT + RT
Escape Clinch	TS (pull away from opponent)
Lead Uppercut	X (tap)
Back Uppercut	Y (tap)
Lead Hook	LB + X (tap)
Back Hook	LB + Y (tap)

<b>Body Strike Modifier</b>	<b>LT</b>
<b>Lead Elbow</b>	<b>LB</b> + <b>RB</b> + <b>X</b> (tap)
<b>Back Elbow</b>	<b>LB</b> + <b>RB</b> + <b>Y</b> (tap)
<b>Lead Leg Knee</b>	<b>A</b> (tap)
<b>Back Leg Knee</b>	<b>B</b> (tap)
<b>Lead Body Knee</b>	<b>LT</b> + <b>A</b> (tap)
<b>Back Body Knee</b>	<b>LT</b> + <b>B</b> (tap)
<b>Lead Head Knee</b>	<b>LB</b> + <b>A</b> (tap)
<b>Back Head Knee</b>	<b>LB</b> + <b>B</b> (tap)
<b>Flying Submissions</b>	<b>LT</b> + <b>RB</b> + <b>X</b> or <b>Y</b> (tap)
<b>Defend Flying Submissions</b>	<b>RF</b>
<b>Single and Double Leg Takedowns and Defense</b>	See Control section Stand Up: Takedowns/Defense

## GROUND: FUNDAMENTALS

<b>Advanced Transitions</b>	<b>3</b> (see Control section Ground: Advanced)
<b>Grapple Assist Get Up</b>	<b>1</b>
<b>Grapple Assist Submit</b>	<b>1</b>
<b>Grapple Assist GnP</b>	<b>1</b>
<b>Grapple Assist Alternate</b>	<b>LB</b> + <b>1</b> / <b>2</b> / <b>3</b>
<b>Defend Transitions, Sweeps, and Get Ups</b>	<b>RF</b> + <b>3</b> / <b>1</b> / <b>2</b> / <b>3</b>
<b>Reversals</b>	<b>RF</b> + <b>3</b> / <b>1</b> / <b>2</b> / <b>3</b> (timed)



## GROUND: ADVANCED

Get up/Transitions/Sweeps

Ⓢ / Ⓢ / Ⓢ / Ⓢ

Advanced Positions

LB + Ⓢ / Ⓢ / Ⓢ / Ⓢ

Submission Attempts

LT + Ⓢ / Ⓢ / Ⓢ / Ⓢ

## GROUND: GROUND AND POUND

Lead Straight

X (tap)

Back Straight

Y (tap)

Lead Hook

LB + X (tap)

Back Hook

LB + Y (tap)

Lead Elbow

LB + RB + X (tap)

Back Elbow

LB + RB + Y (tap)

Body Knees

A (tap) or B (tap)

Body Modifier

LT (tap)

High Block

RT (tap)

Low Block

LT + RT (tap)

Head Movement

Ⓢ / Ⓢ

Defense Post

LB + Ⓢ / Ⓢ

# INSIDE THE OCTAGON

## FIGHT TIPS

Put your skills to the test inside the Octagon. Use these tips to master the techniques that lead to victory!

### Striking




Building on *UFC 3*'s improved RPM, *UFC 4* has simplified strike input complexity by adding tap and hold inputs (see Stand Up: Striking Advanced (Fighter Dependent) in Controls), making striking and managing distance better than ever before!


### Combinations

Every fighting style has strike combinations that throw with more speed and fluidity than a random combination of strike inputs. Check the in-game move list to see which combinations your fighter throws with maximum efficiency.




### Blocking and Strike Feints

Remember to balance your offense with your defense. Blocking not only provides some relief from incoming strike damage and stamina recovery, it also builds up your Grapple Advantage to help tilt the fight in your favor (See Game Screen for more information on Grapple Advantage).

Hold  to block high, or  +  to block low. Your blocks will break if you absorb too many strikes close together, so time your blocks carefully.

Alternatively, press  to feint a strike to throw off your opponent. Feinting also cancels any attacks you're making, which helps if you start to throw a head kick you think you'll regret.

### Head Movement & Strike Vulnerability

Use  to dip your head and evade incoming strikes. This year in *UFC 4*, you can now move your head while blocking (hold  + ). Some core punches throw more effectively from specific head positions.

**Be Careful:** Moving your head into an opponent's strike (such as ducking into an uppercut or dodging into a flying knee) increases your damage taken.

While throwing a strike, your own strike vulnerability increases: in other words, you take more damage if you're hit while attempting to throw your own strike. Time your strikes carefully!

## Clinch

New to *UFC 4*, the Clinch is the close-range, grapple fight variation of the Stand Up game (and no longer uses grapple controls). To enter the Clinch, press and hold or . To escape, simply push away from your opponent. While in the Clinch, moving, striking, transitioning, takedowns, and submission attempts are done with and button inputs (see Clinch: Fundamentals in Controls).

## Takedowns

Want to take the fight to the ground? You'll want to see how we've simplified Takedown attempts for *UFC 4* first.

From a standing or clinch position, execute a single and double leg takedown by pressing and holding or ,—or, attempt a power takedown by pressing and while holding or . To defend against a takedown, press and .

If a takedown is defended late, it'll turn into a driving takedown. If you're executing the takedown, you'll have a second chance to finish it by moving , , or . If you're defending against a takedown, match direction of the attacker to escape.

From a Clinch position, you can attempt a takedown through trips and throws by pressing while tapping or . Modify the takedown by moving , , , or .

## Ground Movements and Grapple Assist

Once you have your opponent on the ground, there are two ways to navigate your movements: via legacy controls from *UFC 3* through (see Ground: Advanced in Controls), or with our all-new, simplified ground navigator using .

With the simplified ground navigator, move to Get Up, to attempt a Submission (or move your fighter to the closest possible submission position), or move to attempt a Ground and Pound (or move your fighter to the closest possible Ground and Pound position). Press during any input to see alternative options.

### GRAPPLING HUD

While on the ground, the grappling HUD displays your available transitions and maneuvers, executed via . A circular meter will fill until you have completed the action, but will fail if your opponent blocks your attempt. Select Grapple Assist for an appropriate move to be chosen for you.

## Ground and Pound

Ground and Pound, a combination of grappling and ground fighting, is a brand-new fighting style for *UFC 4*. When you reach a Ground and Pound position, you can finish the fight with just a few strikes. Alternate between straights and hooks to break your opponent's guard and finish the round, or avoid strikes with timed head movements and defensive posturing (see Ground: Ground and Pound in Controls).

## Submissions

Successful submissions will put an end to a fight, but you'll first need to complete a submission mini-game. There are two types of submissions in *UFC 4*: joint submissions and choke submissions.

Joint submissions are performed through an arc HUD, where the attacker and defender control a wedge that they move by pressing **J** and **K**. The size of the wedge changes based on fighter's Attributes and current Stamina, and can shrink further if your movements are too erratic. The attacker needs to overlay their wedge on the defender's wedge to make them submit, while the defender needs to avoid the attacker's wedge to escape.

Choke submissions are performed like joint submissions, but the attacker and defender instead control their wedges with **L** through a circular HUD.

**Note:** Keep control on your movements, as abrupt changes in direction affects the wedge's size.

During a submission, **X**, **Y**, **A**, **B** might appear on the screen. These are submission event triggers, such as Slams, Chains, or Strikes, which deal extra damage or cancels an opponent's attack.

## GAME SCREEN



1. Health/Stamina
2. Health/Stamina
3. Grapple Advantage
4. Clock

The health and stamina bars for both fighters are displayed at the top corners of the screen: one to the left, the other to the right. The Grapple Advantage meter appears at the top center of the screen, as well as the time left in the round and the current and remaining rounds.

### Health

Health consists of four main areas: head, body, left leg, and right leg. When any of these areas approach zero health, the fight can be finished. The more damage each of these areas take increases the chance of a health event, such as a stun, making a fighter vulnerable for a short period of time.

Health meters are displayed under the Stamina bars on the top left and right corners of the screen. Manage your health bars, defend your damaged areas, and attack your opponent's weak points to win your match.

## **Blocking**

A green block meter appears and decreases as your fighter absorbs consecutive strikes while block. When this meter runs out, you'll be forced to drop your guard, so be sure to space out your blocks or evade.

## **Stamina**

Keep an eye on your fighter's stamina bar at the top corner of the screen. This bar gradually decreases as you attack your opponent; the lower it is, the slower and sloppier your fighter's moves become. To recharge your energy, create some distance between your fighter and your opponent—you'll recharge some stamina while block or moving, but you recharge faster when absolutely still.

## **Grapple Advantage**

Displayed at the top center of the screen, the Grapple Advantage meter will be either in your or your opponent's favor, based on who is successfully landing hits or defending against strikes. A high Grapple Advantage increases your chance of performing takedowns, grapple transitions, sweeps, and Get Ups.

# FIGHT NOW

Put your mixed martial arts skills to the test. Soak in the electric atmosphere as each fighter enters the stadium to the sounds of cheering crowds. Inside the Octagon, you'll need to think like a champion to take your opponent down!

First, determine the fight's difficulty level, number of rounds, venue, clock speed, and other set-up rules. You'll then set up the fighters' rules, such as weight division and the UFC fighters for each corner. Confirm your selection to battle it out at the Octagon!

## FIGHT NOW

Start an exhibition match following your personalized rule sets with FIGHT NOW!

## CUSTOM FIGHT NOW

CUSTOM FIGHT NOW allows for even more personalization than FIGHT NOW, such as disabling Perks, limiting stamina regeneration, or tweaking damage values. You can also tweak your CPU opponent's behavior to your liking.

## KNOCKOUT MODE

Submission specialists need not apply—KNOCKOUT MODE is a stand-up brawl. In *UFC 4*, all strikes deal damage, so unleash your fury from every direction! Once a fighter's health bar is depleted, it's lights out.

## STAND AND BANG

Like the name implies, this expedition tests your stand-up skills. Pick apart your opponent with well-timed punches and kicks to win the match!

# CAREER MODE

Live out your MMA dreams by fighting as your favorite fighter (or create your own!) and take them to the top of the fighting world! In CAREER MODE, you'll develop your fighting style, gain insider knowledge and game plans from Watch Tape, create legendary rivalries through Social Media, and more, as you fight your way up to the UFC!

## FIGHTER EVOLUTION

Every successfully move you land gives you experience, in both sparring matches and fights. The more successful you are with a move, the faster it levels up. Gain experience for multiple moves to unlock new combination packages. Upgrading your moves also grants you Evolution Points.

## SPARRING

The Training Camp now houses to *UFC 4*'s brand-new mode: sparring, which lets you focus your training on specific areas of martial arts (such as Boxing, Muay Thai, Wrestling, and Jiu Jitsu) so you can level up specific moves more quickly. Every spar will have at least one Sparring Challenge, which gives you Evolution Points upon completion.

Be careful not to injure your sparring partners, as this will lock you out of that training section for weeks. Likewise, any injuries you receive derails your training time. There is also a Heavy Bag you can practice on: though there is a low risk for injury, you won't level up your moves.

## EVOLUTION POINTS

You earn Evolution Points by completing Sparring Challenges and upgrading moves with Fighter Evolution. Use your Evolution Points to upgrade your fighter's Attributes and purchase Perks. If you've lost Attributes from Injuries, you'll need to spend Evolution Points to recover them.



## **INJURIES**

Like real MMA fighters, your fighter will experience Injuries throughout their career. In *UFC 4*, there's a chance you'll earn an Injury after a health event, such as a stun or KO. Injuries decrease your Attributes and can only be recovered by spending Evolution Points.

If you're injured at Training Camp, you'll need to spend time resting, or use Cash to recover. If you're injured during a fight, it'll affect your fighter's performance and you'll need to spend some time on the side lines between fights.

## **INVITING FIGHTERS AND BUILDING RELATIONSHIPS**

You best resource for new skills is other fighters. Use your Cash to invite your favorite fighters to your Training Camp to learn their moves. As you train with these fighters, you'll also develop a relationship with them: the more you train together, the less your paired training sessions cost.

While you can learn a lot from your fellow fighters, remember that your fans crave matches between fighters with Bad Blood. Maybe try to knock out a fighter during training to earn the ultimate heat and attention. That being said, don't get too excited burning bridges or you'll run out of partners to spar with.

## **WATCH TAPE**

Want to study up on your opponent? Watch Tapes lets you learn game plans, insider knowledge, and your opponent's Top 5 moves to give you an edge in your next fight. Use this information to plan out your Training Camp visits or save the information for future rematches.

## ***PROMOTIONS AND SPONSORSHIPS***

UFC 4 is introducing Sponsorships, which rewards your fighter with a lump sum of Cash after each fight and unlocks Promotions to drive up your Fight Hype. To keep your Sponsorships, you'll need to attend some commitments in exchange (such as guest appearances and Promotions), at a cost to the time you could be spending training.

## ***SOCIAL MEDIA***

From ESPN to Coach Davis, Social Media drives your fighter's day to day decisions. Hot rumors, breaking news, fighter callouts, it's all here. You can also stream your Sparring matches to increase your Fight Hype—just make sure you don't get knocked out on camera.

## ***AMATEUR LEAGUE***

Our brand-new Amateur League lets you run through four different MMA fight styles in stakes free. Though wins and losses don't count, the Amateur League is still worth a visit: a certain promoter may be watching...

## ***DANA WHITE'S CONTENDER SERIES***

Win an invitation to the hottest new TV show in UFC history, Dana White's Contender Series, to enter the proving ground for your Career. If you win this fight spectacularly, you'll earn an invite to the UFC—lose, and you'll return to WFA to once again prove your worth.

## ***WFA CHAMPIONSHIPS***

A fully functional league itself, win the WFA belt to improve your chances to join the UFC. The longer you stay in the WFA, the higher your starting rank will be in the UFC—if you're really good, you might enter in the Top 5.

## ***PROGRESSION AND CONTRACTS***

You'll move up and down the rankings as you compete, or maybe into another organization if you're not doing well. But don't get discouraged: everyone loves a comeback story!

Try to decline a few fight offers to build Fight Hype for a future bout (or to give yourself more time before a big fight), but decline too many, and you may find yourself on the sidelines as others pass you by.

## ***FITNESS AND FIGHT HYPE***

Before a fight, you'll want to build up your strength and skills as well as your Fight Hype. Balance your Promoting and Training, and you may become the hottest UFC fighter in the business!

# PROGRESSION

Complete Challenges across *UFC 4* to advance your Player Level. The XP you earn will unlock rewards for your Player Card and created fighters, such as new clothes, masks, and Card backgrounds.

## CHALLENGES

Access your Player Hub throughout *UFC 4* to see the latest Challenges. Complete these Challenges for rewards to use in Create Fighter or on your Player Card.

## PLAYER LEVEL

Increase your Player Level by completing fights and Challenges from the Player Hub. You'll earn rewards for every Player Level increase.

## PLAYER CARD

Your Player Card displays your fighter's picture and gamertag. Use your earned rewards to personalize your Player Card with backgrounds, flairs, and accolades!

# CREATE FIGHTER

You'll need a character to earn rewards, so first head to Create Fighter. Your customization options will be limited initially, but you'll earn more as you progress. You can use your created character across a variety of offline and online modes.

- Fighter Type** Each Fighter Type has its own pros and cons, so choose the one that best matches your style of play. For example, Wrestlers and Jiu-jitsu specialists excel at their ground game, while Boxers and Kickboxers like to stand and bang.
- General Info** The basics: name, age, weight class, and social media nickname.
- Appearance** Personalize your look to stand out in the Octagon. Customize your fighter's face, hair, body type, tattoos, and more.
- Clothing** Choose from a wide range of clothing options and accessories that best fit your style.
- Emotes** Give your fighter some character with customizable emotes for introductions, celebrations, and taunts.

# OFFLINE

## **PRACTICE MODE**

Use PRACTICE MODE to learn moves and practice your techniques stress-free.

## **TUTORIALS**

Watch videos and stay up to date on the latest *UFC 4* information in the TUTORIALS menu.

## **CUSTOM EVENTS**

Pit your favorite fighters against each other in CUSTOM EVENTS. Select your fighters to create a Fight Card, and then play through your event to see who comes out on top!

Select MANAGE EVENTS to see your created events or the results from completed matches, or replay a match to experience the fight all over again!

## **TOURNAMENTS**

Tournaments: the ultimate couch multiplayer mode. Organize an old-school tournament pitting 8 or 16 fighters in a single night of mayhem. Damage is carried from fight to fight, so you'll need to plan strategically to become the champion.

# ONLINE

Test your skills against other *UFC 4* players in online play!

## ONLINE WORLD CHAMPIONSHIPS

Test your created fighters against live opponents in ranked matches. Climb the leaderboard and divisions to win the championship belt—then defend it to earn gems for your belt!

## BLITZ BATTLES

Join Blitz Battles for rapid-fire matches: win all six rounds to become the Ultimate Winner! A constant rotation of Arcade-inspired rulesets keeps this experience fresh, so check back often.

## QUICK FIGHT

Jump into one-off matches with licensed fighters or your created fighters in regular MMA, KO Mode, or Stand and Bang matches. This is a great place to practice your moves against real opponents, or just to have some fun! A casual leaderboard tracks your wins and finishes.

## INVITE

Challenge your friends or recently met players to a customizable online match.

## FIGHTER STORE

Visit the Microsoft 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](http://help.ea.com).
- **Twitter & Facebook Support** Need a quick tip? Reach out on Twitter to [@EAHelp](https://twitter.com/EAHelp) or post on [facebook.com/EAHelpHub/](https://facebook.com/EAHelpHub/).