
XBOX
ULTIMATE FIGHTING CHAMPIONSHIP
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EA SPORTS
UFC 4
SHAPE YOUR LEGEND
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**WARNING** Before playing this game, read the Xbox One system, and accessory manuals for important safety and health information (**xbox.com/healthandsafety**)

# CONTENTS


Shape Your Legend. ..... 3
Controls. ..... 4
Inside the Octagon. ..... 10
Fight Now. ..... 15
Career Mode. ..... 16
Progression. ..... 20
Create Fighter. ..... 21
Offline. ..... 22
Online. ..... 23
Need help?. ..... 24


# 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 Ⓐ/Ⓑ and Ⓧ/Ⓨ controls assume your fighter is in Orthodox Stance. These controls are reversed in Southpaw Stance.

## *STAND UP: STRIKING FUNDAMENTALS*

| | |
|---|---|
| **Locomotion** | L |
| **Head Movement** | R |
| **Switch Stance** | ✦ |
| **Lead Jab** | Ⓧ (tap) |
| **Back Cross** | Ⓨ (tap) |
| **Lead Leg Kick** | Ⓐ (tap) |
| **Back Leg Kick** | Ⓑ (tap) |
| **Lead Hook** | LB + Ⓧ (tap) |
| **Back Hook** | LB + Ⓨ (tap) |
| **Lead Uppercut** | Ⓧ + Ⓐ (tap) |
| **Back Uppercut** | Ⓨ + Ⓑ (tap) |
| **Lead Body Kick** | LT + Ⓐ (tap) |
| **Back Body Kick** | LT + Ⓑ (tap) |
| **Lead Head Kick** | LB + Ⓐ (tap) |
| **Back Head Kick** | LB + Ⓑ (tap) |
| **Body Strike Modifier** | LT |
| **Strike Modifiers** | LB and/or RB |
| **High Block** | RT |
| **Low Block** | LT + RT |
| **Leg Catch** | LT + RT (timed) |
| **Clinch Attempt** | RB + Ⓧ or Ⓐ (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) |
| **Lead Body Switch Kick** | LT + A (hold) |
| **Back Body Jump Spin Kick** | LT + B (hold) |
| **Lead Front Kick** | RB + A (tap) |
| **Back Front Kick** | RB + B (tap) |
| **Lead Crane or Jumping Switch Kick** | RB + A (hold) |
| **Back Crane or Jumping Switch Kick** | RB + B (hold) |
| **Lead Body Front Kick** | LT + RB + A (tap) |
| **Back Body Front Kick** | LT + RB + B (tap) |
| **Lead Body Crane Kick** | LT + RB + A (hold) |
| **Back Body Crane Kick** | LT + RB + B (hold) |
| **Lead Body Side Kick** | LT + LB + A (tap) |
| **Back Body Side Kick** | LT + LB + B (tap) |
| **Lead Body Spin Side Kick** | LT + LB + A (hold) |
| **Back 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) |

## *STAND UP: STRIKING ADVANCED (FIGHTER DEPENDENT)*

| | |
|---|---|
| **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) |
| **Lead Head Spin Side Kick** | LB + RB + A (hold) |
| **Back 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 + X (hold) |
| **Back Spinning Elbow** | RT + Y (hold) |
| **Lead Knee** | RT + A (tap) |
| **Back Knee** | RT + B (tap) |
| **Lead Flying Double 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)** | L→ / L↑ / L← |
| **Defend Takedowns** | LT + RT |
| **Defend Driving Takedown** | L← (match attacker direction) |

## CLINCH: FUNDAMENTALS

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

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

## CLINCH: FUNDAMENTALS

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

## GROUND: FUNDAMENTALS

| | |
|---|---|
| **Advanced Transitions** | R (see Control section Ground: Advanced) |
| **Grapple Assist Get Up** | L |
| **Grapple Assist Submit** | R |
| **Grapple Assist GnP** | R |
| **Grapple Assist Alternate** | LB + L / R / R |
| **Defend Transitions, Sweeps, and Get Ups** | RT + R / L / R / R |
| **Reversals** | RT + R / L / R / R (timed) |

## GROUND: ADVANCED

| | |
|---|---|
| **Get up/Transitions/Sweeps** | R3 / ↑ / ← / ↓ |
| **Advanced Positions** | LB + R3 / ↑ / ← / ↓ |
| **Submission Attempts** | LT + R3 / ↑ / ← / ↓ |

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

Alternatively, press RT 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 RT + ❁). 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 RB and hold X or Y. 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 LT and holding X or Y,—or, attempt a power takedown by pressing LT and LB while holding X or Y. To defend against a takedown, press LT and RT.

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 RB while tapping A or B. 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 LB 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 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 LT and RT. 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 your 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 promotor 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.

# NEED HELP?

The EA Worldwide Customer Experience team is here to ensure you get the most out of your game—anytime, anywhere. Whether online, in community forums, through chat, on the phone, or in your social network, our game experts are available and ready to help.

## Contact US

If you need to talk to us, visit **help.ea.com** and click Contact Us. Based on the information you give us about your issue or question, we'll recommend the support channel that will get you the best help as quickly as possible - phone, chat, email, community forums, or social networks. Not all channels are available for every issue and location.

## Online Support

For instant access to all of our FAQs and help articles, please visit **help.ea.com**. We update daily, so check here for the latest issues and resolutions.

## Twitter & Facebook Support

Need a quick tip? Reach out on Twitter to **https://twitter.com/EAhelp** or post on **https://www.facebook.com/EAHelpHub/** where our online game experts are available and ready to help.

Internet connection and Facebook and Twitter accounts required to access this feature. You must be 13+ to register a Facebook account.

Chat, email and phone support via EA Help may no longer be offered in your local language. English support is available at **help.ea.com**, where you can still search for some content in your language. For help from other players, visit **answers.ea.com**.