



UFC

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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®* 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.

FEEL THE FIGHT

EA SPORTS™ UFC® delivers a more realistic simulated fighting experience than ever before.

Step into the Octagon™ as one of the world's premier mixed martial arts athletes. Use the environment to your advantage as you throw superman punches, deliver roundhouse kicks, and maneuver careful takedowns. When playing against the game's AI, your opponent will adapt to your strategy based on their real-life tendencies, giving you a true-to-life fighting challenge.

Performing mixed martial arts requires precision and endurance. As you progress through the rounds of a match, watch the fatigue and damage appear on the fighters' faces and skin. Keep fighting. See if you have the strategy and heart it takes to leave the Octagon a champion.

CONTROLS

| | |
|------------------------|--------------------------------|
| Move fighter | left stick |
| Left straight punch | □ button |
| Right straight punch | △ button |
| Left leg kick | ⊗ button |
| Right leg kick | ⊙ button |
| Defend | R2 button |
| Lunge | left stick (flick) |
| Slips | L2 button + left stick (flick) |
| Body/Takedown modifier | L2 button |
| Technical modifier | L1 button / R1 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 → |
| Double under | R1 button + right stick → |
| Thai clinch | R1 button + L1 button + right stick → |
| Over under | L1 button + right stick → |
| Defend clinch | R2 button + right stick ↑ |

STRIKING

| | |
|---------------|----------------------------------|
| Hook | Ⓚ button/△ button + left stick → |
| Uppercut | Ⓚ button/△ button + left stick ← |
| Front kick | ⓧ button/Ⓞ button + left stick → |
| Roundhouse | ⓧ button/Ⓞ button + left stick ← |
| Body modifier | L2 button |

STRIKING (CONT.)

| | |
|-------------------------------------|--|
| Technical modifier | R1 button/ L1 button |
| Cage strike (when near cage) | R1 button + left stick ←/→ + ⊗ button/⊙ button/⊖ button/⊕ button |
| Weak block | R2 button |
| High strong block | R2 button + ⊖ button/⊕ button (time for parry high) |
| Low strong block | R2 button + ⊗ button/⊙ button (time for parry low) |

CLINCH

| | |
|---|-----------------------------------|
| Whip left/right (has opponent in Thai clinch) | L1 button + left stick ←/→ |
| Rotate opponent/Push opponent/ Pull opponent | left stick ←/→/↓/↑ |
| Break clinch | L3 button |

ADVANCE POSITION

| | |
|------------------------------|-----------------------------|
| Transition left/right | right stick →, ↗, ↑/←, ↖, ↑ |
|------------------------------|-----------------------------|

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 ←, ↖, ↑ |
| Trip/Throw | L2 button + right stick →, ↗, ↑/←, ↖, ↑ |
| Defend takedown/Trip | R2 button + right stick ↓ |
| Defend escape | R2 button + right stick ↑ |

DEFEND POSITION

| | |
|-------------------------|----------------------------------|
| Defend transition left | R2 button + right stick ← |
| Defend transition right | R2 button + right stick → |

STRIKING

| | |
|---------------|--------------------------------------|
| Hooks | Ⓚ button/△ button |
| Uppercuts | Ⓚ button/△ button + left stick ← |
| Knees to leg | ⊗ button/⊙ button |
| Knees to head | ⊗ button/⊙ button + left stick ← |
| Body modifier | L2 button |
| Elbow strikes | R1 button + Ⓚ button/△ button |
| Weak block | R2 button |

GROUND

| | |
|---------------------------|-----------------|
| Posture up (power strike) | left stick ↑ |
| Posture left/right | left stick ← /→ |

ADVANCE POSITION

| | |
|------------------------|---|
| Pass/Sweep left/right | right stick ←, ↖, ↑/→, ↗, ↑ |
| Advance position/Sweep | L1 button + right stick ←, ↖, ↑/→, ↗, ↑ |
| Submission attempt | R1 button + right stick ←, ↖, ↑/→, ↗, ↑ |

DEFEND POSITION

| | |
|------------------------------|------------------------------|
| Defend pass/Sweep left/right | R2 button + right stick ← /→ |
| Defend submission attempt | R2 button + right stick ↑ |

STRIKING

| | |
|---------------|--|
| Straight | ⊖ button/△ button |
| Hook | L1 button + ⊖ button/△ button (from postured up) |
| Elbow | L1 button + R1 button + ⊖ button/△ button (from postured up) |
| Hammer fist | R1 button + ⊖ button/△ button (from postured up) |
| Knee | ⊗ button/⊙ button |
| Body modifier | L2 button |
| Blocking | R2 button |

TOWER

GROUND POSITION

| | |
|------------------|---------------------|
| Block | R2 button |
| Upkick | L1 button |
| Left kick thigh | ⊗ button |
| Right kick thigh | ⊙ button |
| Tomahawk sweep | right stick ←, ↗, ↑ |
| Scissor sweep | right stick →, ↖, ↑ |

STANDING POSITION

| | |
|---------------------|-------------------|
| Move fighter | left stick |
| Dive punch | ⊖ button/△ button |
| Block | R2 button |
| Axe kick | L1 button |
| Left kick thigh | ⊗ button |
| Right kick thigh | ⊙ button |
| Enter stacked guard | right stick → |

MAIN MENU

HOME

Gain quick access to the Octagon with Fight Now, compete online with Championships, or check out your defining moments in the Highlight Reel.

PLAY

The Play panel is your hub for accessing *UFC*'s major game modes. Jump into a quick match with Fight Now, launch your path to glory in Career mode, play against live opponents in Online, or access Challenges to practice your moves.

FIGHTERNET

Access FighterNet to see memorable Highlight reels you have uploaded from *UFC*® Spotlight™, see what other *UFC* players have shared, vote on your favorite video submissions, and view stats in your Profile.

CUSTOMIZE

From the Customize panel, you can adjust various settings, create a new fighter, view your saved fighters, or customize a music playlist.

PLAYING THE GAME

PROFILE

As you progress through the various online divisions of Championships, you can keep track of your experiences in your Profile, accessible from the FighterNet panel. Your Profile shows your Wins and Losses, Striking and Grappling stats, the percentage of game time you have spent in each weight division, and more. You can also view the UFC Spotlight to see the community's Highlight Reels and Highlights of the Night, your Friends' activity, and your own highlights.

MUSIC

From the main menu's Customize panel, select MUSIC to start customizing your sound experience in *UFC*. Selecting music from the four available music tabs, choose which songs you would like to assign to the menu screens, your training gyms, or your Octagon walk.

EA SPORTS™ Soundtrack

Listen to music from the game's official soundtrack.

EA SPORTS UFC Theme Music

Listen to the game's theme, which plays by default from the main menu.

EA Bonus Tracks

Hear extra tracks from EA's music library, which you can assign to your fighter, training gyms, or the main menu.

EA SPORTS UFC Bonus Music

Choose music from the *UFC* official music library for your fighter, training gyms, or the main menu.

GAME SCREEN



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

HEALTH

As you take damage, the parts of your body that are under attack or injured flash red. When this happens, get into a defensive position, move away from your attacker, and start dealing your own damage to stay in the fight!

STAMINA

As you perform moves to attack your opponent, your stamina will gradually decrease. Watch your stamina bar in the top left corner of the screen to make sure it doesn't deplete fully, and move away from the attack to regain stamina. Your fatigue will also show as your moves become heavier, sloppier, or generally less precise.

READING YOUR OPPONENT

Do you crave a realistic match with a clean screen? During any round, press the **OPTIONS** button to access the Pause menu, and then select **SETTINGS > GAMEPLAY** to toggle the Fighter HUD On or Off. If you turn the HUD off, the only way to tell how each opponent is doing is to watch for visible signs of injury and fatigue, such as cuts, bruises, and slower movements.

Get ready for a true-to-life challenge, and make sure you're constantly reading your opponent to time the right attacks!

GAME MODES

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, press the **X** button to advance to the next screen and choose your difficulty level, the type of match you want to play, the length of rounds, and the venue. Select **ADVANCE TO FIGHT** when you're ready to jump into the Octagon.

PAUSE MENU

Press the **OPTIONS** button to pause the round and view the Pause menu. Here, you can change sides, adjust game settings, check out stats from the current match, and more.

| | |
|-------------------------|---|
| Resume | Resume your current match. |
| Rematch | Start the match over. |
| Select Sides | Switch sides at any point to play the match from the other fighter's perspective. |
| Settings | Adjust gameplay, audio, and visual settings, or review the controls. |
| Audio Settings | Choose a preset mix and customize the volume of various sound effects and music to make your fighting experience more vivid than ever. |
| Fight Statistics | See each fighter's overall Fight Stats, such as Knockdowns, Significant Strikes, and Total Takedowns. You can also review the specific stats for each round you've played so far. |
| Game Manual | Review the game manual to brush up on your knowledge of <i>UFC</i> . |
| Quit | End your current match and return to the main menu. You will lose all progress from the match. |

THE SOUNDS OF *UFC*

Make your *EA SPORTS UFC* sound experience your own by choosing from five different preset mixes and customizing the volume of the Crowd, Sound FX, Music, Commentary, and Trainers to your liking.

Choose Broadcast to enjoy the default mix, which sounds exactly like watching a real UFC fight on television.

Turn on the Spectator mix to listen to the fight as if you're sitting right in the crowd during a packed championship match. Hear the cheers and crowd heckles as you win your title belt.

Want to hear what the fighters hear? If you do, Octagon is your mix. Being able to hear your trainers shout advice to you while you fight could be the difference between winning and losing.

Choose Party if you want to turn off the crowd noise and just enjoy the Music and Sound FX. Play songs from the vast soundtrack and bonus music while you fight.

If you want to fine-tune your sound experience, go with Custom and adjust the audio levels for the Crowd, Sound FX, Music, Commentary, and Trainers. Your fighting experience is your own—now you can make it sound that way.

NOTE: Audio settings are only applied to fights in Fight Now mode. Players will still need to access the Audio Settings screen to adjust the volume in all modes.

CAREER

Create or import a fighter and get ready to take him to the top of his game. After you choose your martial artist, you must select your difficulty level. Then, you'll advance to training and take on opponents as you strike your way to the Ultimate Fighting Championship®!

CREATING A FIGHTER

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

GENERAL INFO

Start with the basics. Choose your Name, Nickname, Home City, and details such as Age, Height, and Weight Class.

APPEARANCE

Your look will help define you in the Octagon. Customize Face, Hair, Body Type, Skin Tone, and more. You can also show off your individuality with Tattoos, available in different styles and for various locations on the body.

GEAR

As you gain sponsors, decide which gear you will wear during a match and after it ends. You can choose everything from your walkout t-shirt to mouth guard—but first, you'll have to impress the sponsors.

ABILITIES

This is where you decide your game plan when facing an opponent. You might choose to be 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 options gives you plenty of ways to fine-tune your fighter.

As you level up, you will be able to select **ABILITIES** and choose which ability to include as part of your game plan. You can see the Ability Distribution between Ground, Stand Up, and Physical abilities in the lower right corner of the screen. Select **MOVES** to choose what maneuvers you will master, and select **ATTRIBUTES** to choose skill levels for Standup, Clinch, Ground, and Health. Customize your strengths to your liking to become a unique and masterful martial artist.

OPTIONS

From the Career hub, press the **OPTIONS** button to view menus covering your Attributes and Moves, the UFC Newsfeed, your stats and awards, and more.

My Fighter

View and customize your Abilities, Attributes, Moves, and Sponsor Banner, or make edits in the character creator.

UFC World

Keep up to date on real-world UFC events with UFC News and Power Ranking.

My Career

Review your career so far with Career Stats, including your Level, Time Played, Fans, Wins, and even details about your performance in the Octagon. You can also view your Fight Awards, the Media Center, and Settings.

Quit

Quit Career mode and return to the main menu.

ONLINE

Are you ready to unleash your competitive side? Online gameplay in *UFC* lets you square off against live opponents to test your skills, see if you can beat the competition to championship trophies, and more.

CHAMPIONSHIPS

Fight your way through belt divisions and enter tournaments to win trophies. All of the competition is online, so you'll have to prove you can handle yourself in the Octagon against other *UFC* players!

FIGHT NOW

Face off against a live opponent in your choice of weight class. You may choose more than one weight class for more matchmaking options.

TOURNAMENTS

Jump into a weekend tournament and see if you have what it takes to walk away with the cup. White or blue belts can get their feet wet with the Starter Cup, while other cups require higher belt levels.

LEADERBOARDS

View the Leaderboards to see the Top 100 fighters around the world, the number of players in the various Divisions, and how your Friends rank.

AWARDS

How many division championships and tournament wins have you racked up so far? Awards is your trophy cabinet for your *UFC* Championships experience, where you can check out your history of successes in various belt divisions and tournaments.

RIVALRIES

Face off against Friends and see if you can beat them to the title in a series of fights. In the Rivalries Hub, you'll be able to see who currently hoists the trophy, how many fights you have left this Season, the number of seasons you've won so far, your Points, and your all-time record for this mode. When you finish a Season, start another one to see who will come out the victor next time!

QUICK MATCH

Want to jump into the action just for the fun of it? Play an unranked head-to-head match against another competitor online. This is a fun way to see how your skills match other players!

CHALLENGES

Work your way through a series of Standup, Clinch, Wrestling, and Submission Challenges. Select which category you want to focus your energy on, and then choose specific aspects you wish to master. As you finish Challenges, more difficult ones will open up. You'll be able to keep track of your progress in the upper right corner of each main tile, which shows how many Challenges you've completed over the total number of Challenges available.

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.

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