



UFC 3

UFC



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FIGHTING REDEFINED

EA SPORTS™ UFC® 3 introduces Real Player Motion (RPM) Tech, a revolutionary new animation technology that raises the bar for athletic motion and responsiveness. Now you can move, strike, and throw seamless combinations with the fluidity and freedom of the world's best UFC athletes powered by over 3,000 new in-game animations. The ability to slip and strike on the move combined with a new risk and reward damage system means that positioning, stance, and momentum have a greater effect on the impact of every strike. In *UFC 3*, you're in complete control and a knockout finish is always one clean strike away.

In addition, try diving into *UFC Ultimate Team*, featuring a complete visual overhaul that makes building your champion easier and more satisfying than ever. This time, players can even earn UFC fighters in Packs, and then build and train these warriors to perfection. Solo Challenges provide unique fights requiring both brains and brawn to emerge victorious.

With this year's Career mode, become famous (or infamous) on Social Media: craft an online persona to build Hype, earn cash, and gain new fans. And, with the all-new Rivalry system, build notoriety for your fighter by picking out their most formidable and lasting opponent. Become a legend by meeting your match.

This latest entry in EA's UFC franchise has never been truer to the sport. Now, step into the Octagon and experience the ecstasy and the agony of the fight.

CONTROLS

STRIKING: STAND-UP

Locomotion	left stick
Head movement	right stick
Switch stance	R3 button
Signature Modifier	R1 button
Basic head block/Strike interrupt	R2 button
Defend clinch	R2 button + right stick ↑
Technical modifier	L1 button
Body modifier	L2 button
Low block/Leg catch (timed)	L2 button + R2 button
Taunts	→ button / ↑ button / ← button / ↓ button
Jab	Ⓚ button
Cross	△ button
Right leg kick	⦿ button
Left leg kick	⊗ button

STRIKING: 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 ←

STRIKING: GRAPPLE DEFENSE

Takedown reversals

L2 button + R2 button
+ right stick →/↑/←/↓

Defend takedown

right stick ↓ + R2 button

STRIKING: CLINCH

Single collar

L2 button + right stick ↑

Over under

L2 button + right stick ↓

Double under

L2 button + L1 button + right stick ↓

Thai clinch

L2 button + L1 button + right stick ↑

STRIKING: BASICS

Left hook

L1 button + ⊖ button

Right hook

L1 button + ⊕ button

Left uppercut

⊖ button + ⊗ button

Right uppercut

⊕ button + ⊙ button

Left body kick

L2 button + ⊗ button

Right body kick

L2 button + ⊙ button

Left head kick

L1 button + ⊗ button

Right head kick

L1 button + ⊙ button

CLINCH: BASICS

Rotate, push and pull opponent	left stick
Grapple transitions	right stick
Strike modifier	R1 button
High block/Grapple	R2 button
Defend grapple	R2 button + right stick →/↑/←/↓
Advanced transition modifier	L1 button
Takedown/Submission modifier	L2 button
Low block	L2 button + R2 button
Left hook	Ⓚ button
Right hook	Ⓛ button
Right knee	Ⓞ button
Left knee	Ⓧ button

CLINCH: TAKEDOWNS

Single leg/Basic throws	L2 button + right stick →/↑/←/↓
Double leg/Basic throws	L2 button + right stick →/↑/←/↓
Power throws	L2 button + L1 button + right stick →/↑/←/↓

CLINCH: ADVANCE POSITION

Transitions/Breaks	right stick →/↑/←/↓
Reversals on cage/Thai whips	L1 button + right stick ←/→

CLINCH: 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 ↑
Defend flying submission	R2 button + right stick →/↑/←/↓

CLINCH: STRIKING

Hook	⊖ button / △ button
Uppercut	L1 button + ⊖ button / △ button
Elbow	R1 button + ⊖ button / △ button
Knees to leg/Foot stomp	⊗ button / ⊙ button
Knees to leg/Knees to body	L2 button + ⊗ button / ⊙ button
Knees to head	L1 button + ⊗ button / ⊙ button
High block	R2 button
Low block	L2 button + R2 button

GROUND: BASICS

Grapple transitions	right stick
Ground and pound modifier	R1 button
High block	R2 button
Advanced transition modifier/ Ground and pound modifier	L1 button
Body modifier	L2 button
Low block	L2 button + R2 button
Left hook	⊖ button
Right hook	△ button
Right knee	⊙ button
Left knee	⊗ button

GROUND: ADVANCE POSITION

Get up/Transitions/Sweeps	right stick →/↑/←/↓
Advanced positions	L1 button + right stick →/↑/←/↓
Submission attempts	L2 button + right stick →/↑/←/↓

GROUND: DEFEND POSITION

Defend transition	R2 button + right stick →/↑/←/↓
Defend submission	R2 button + right stick →/↑/←/↓
Defend get up	R2 button + right stick →/↑/←/↓
Get up	right stick ↑ / L1 button + right stick ↑

GROUND: GROUND AND POUND

Left straight	□ button
Right straight	△ button
Left hook	left stick ↓ + □ button
Right hook	left stick ↓ + △ button
Left elbow	R1 button + □ button
Right elbow	R1 button + △ button
Left hammer fist	left stick ↑ + □ button
Right hammer fist	left stick ↑ + △ button
Body modifier	L2 button
High block	R2 button
Low block	L2 button + R2 button
Arm trap left or right	R2 button + right stick ←/→

INSIDE THE OCTAGON

FIGHT TIPS

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

STRIKING

All-new RPM technology and a redesigned control scheme allow fighters to strike on the move, which means controlling the distance to your opponent is more important than ever. Every strike has an optimum range from which to do damage: for example, throwing a head kick from too close will lessen the impact, and throwing a hook from too far away means the strike will fall short.

COMBINATIONS

Every fighting style has a variety of striking combinations that can be thrown with increased speed and fluidity than a random combination of strike inputs. Check the in-game move list for more information about what combinations your fighter can throw with maximum efficiency.

BLOCKING AND STRIKE CANCELLING

Hold the **R2** button to block high, or the **R2** button + **L2** button to block low. Be careful, as your block can be broken if you absorb too many strikes in a short period of time. Pressing the **R2** button can also be used to cancel strikes in their wind-up phase. If you start to throw a head kick but decide it was a bad idea, you can cancel the strike.

HEAD MOVEMENT & STRIKE VULNERABILITY

The right stick can be used to move your head and evade incoming strikes. Flicking the right stick **↑**, **↓**, **←**, or **→** will dip your fighter's head in that direction. Some strikes can be thrown effectively out of these evasive moves. However, moving your head into the direction of an opponent's incoming strike will increase the damage caused—for example, ducking forward into an uppercut or flying knee can cause significant damage. Strike Vulnerability also increases when throwing strikes, which means you'll take more damage if hit while throwing a strike.

CLINCH

When near your opponent, hold the **L2** button and flick the right stick **↑** or **↓** to get in close and lock them in a basic, Single Collar clinch. From here, throw punches and knees with the **X**, **□**, **△**, and **○** buttons; hold the **L1** or **L2** buttons to modify these strikes.

Hold the right stick **←**, **↑**, or **→** to transition into other clinch positions that may be more advantageous for your fighter: a Thai Clinch, for example, is ideal for Strikers. Perform an Advanced Transition by holding the **L1** button while moving the right stick.

GRAPPLING HUD

Whether you're in the clinch on the ground, you will see available transitions and maneuvers appear on the HUD. Simply move the right stick in the direction of the move you would like to perform. The circular meter will fill until you have successfully completed the action—however, if your opponent blocks your attempt, the meter will flash and disappear.

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.

From a standing position, hold the **L2** button while moving 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.

From the clinch, hold the **L2** button and move the right stick to perform a variety of basic throws and takedowns. Alternatively, hold the **L1** button to perform more sophisticated clinch attempt moves, or hold the **L2** button or the **L2** button + **L1** button for high takedowns and flying submissions.

GROUND MOVES

Once you have your opponent on the ground, press the **X**, **□**, **△**, and **○** buttons to strike. Move the right stick to change to any of the positions listed on screen.

During this sequence, it's possible to submit your opponent by holding the **L2** button, and then moving the right stick in the direction indicated by the name of the technique. Your options will change depending on the techniques available to your fighter and the position from which you attempt the submission.

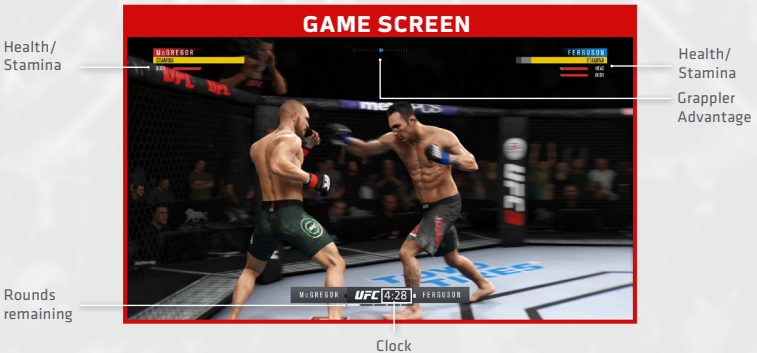
To finish a submission, you must first prevent your opponent from pushing any Break Wall to the edge of the circle. Push and hold the right stick in the same direction a Break Wall is moving to block it. Watch the inside of the circle for left stick icons to appear, then flick the stick in the direction of the icon to advance the submission. Doing so will push your opponent's Break Walls back towards the center of the circle. When defending against a submission, use the right stick to push any one of the Break Walls to the edge of the circle.

The number of stages necessary to complete the submission will vary according to the submission attempted.

TOP MOUNT

Putting your fighter in a Top Mount position is great way to swing the fight in your favor—from there, you can posture up by pressing the right stick **↑**, and then rain punches, elbows, and hammer fists down on your opponent until the fight is stopped.

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.

The time left in the round is listed at the top of the screen. 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. Each body part's respective health meter will decrease as that part takes damage.

Similarly, a green block meter will decrease as each fighter absorbs consecutive strikes by blocking; once this meter runs out, the fighter's block will no longer work.

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. Keep away from your opponent and rest to let your stamina recharge.

FIGHT MODES

Under Fight Modes, start an exhibition match between fighters under the rule set of your choosing.

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 your fight's difficulty level, number of rounds, venue, and more.

Select ADVANCE TO FIGHT to enter the Octagon and battle it out.

KNOCKOUT MODE

In Knockout Mode, submission specialists need not apply: this is a stand-up brawl. Only power shots will deal damage, so use jabs and leg kicks to set up combinations and interrupt those of your opponent. Once either fighter's healthbar is depleted, it's lights out.

CUSTOM FIGHT NOW

Similar to Fight Now, Custom Fight Now allows you to make additional changes to the event, such as disabling Perks, limiting stamina regeneration, and tweaking damage values. In addition, you can equalize stats between the two chosen fighters.

STAND AND BANG

Like the name implies, this ruleset tests your standup game: pick apart your opponent with well-timed punches and kicks to win.

SUBMISSION SHOWDOWN

Striking is not allowed in this mode, so submission, grappling, and takedown skills reign supreme. Take your opponent to the mat and get to work.

SKILL CHALLENGES

Learn how to walk out of the Octagon a champion with Skill Challenges. Master moves in three categories: Striking, Wrestling, and Ground. Select your Challenge, set your difficulty level, and see how many points you can score within the time limit.

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 3* players, and earn Bonus 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 Bonus 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 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, promote your fights, and take on opponents as you strike your way to the Ultimate Fighting Championship®!

CREATE YOUR FIGHTER

Select **START 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.

Weight Class	Choices include Strawweight, Heavyweight, and everything in between. Your fighter's weight class determines more than just their height and musculature—it also affects how they fight.
Fighter Style	Each Fighter Style comes with its own pros and cons, so select them based on your preferred style of play. Grapplers and Submission Specialists excel at their ground game, whereas Brawlers and Strikers like to stand and bang.
General Info	Start with the basics. Choose your fighter's name, age, weight class, and social media nickname.
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, posture, and taunt style to define their style.
Skills	View your character's starting attributes. All fighters come with a starting set based on the fighter type you've selected. If you don't like the attributes you see, select a different fighter style to reset the attributes so they reflect your new choice.

PROGRESSION

Once you create your fighter, take part in your first match under the World Fighting Alliance promotion. Continue building your career by picking fights based on hype, camp length, and opponent attributes. Often, defeating more difficult opponents will yield greater rewards. Depending on your performance in the World Fighting Alliance, Dana White's Lookin' for a Fight may offer you a contract with the UFC or invite you to The Ultimate Fighter.

Before each fight, you'll be given an allotment of Weekly Points, which you can spend on certain actions to help you prepare: train and spar in the gym, or build hype for the fight by posting on social media. This, in turn, will raise your profile and lead to greater cash rewards down the road.

Preparing for a fight is all about balance. Work on your conditioning and technique in the gym, but don't overdo it: keep your Fitness level at peak to avoid gassing out on fight night, and be sure to spend time showing your personality online to attract an audience. How you use your Weekly Points will greatly influence your success in the Octagon, so spend them wisely.

Win matches, gain fans, unlock Perks, and smash records to become a Legend. Fight even harder, and you may even reach G.O.A.T. status.

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 four fighters to make a team. Each time you enter Ultimate Team mode, select any of your created fighters to play as them.

At the top of the Ultimate Team screen, you'll see your team members, level, inbox, and Coins as you progress through the mode.

From the Ultimate Team Hub, you can buy new Packs with Coins, customize your team, enter championships, and much more.

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 created fighter, 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 on which you will compete.

PACKS AND ITEMS

To start, you'll receive a free Starter Pack containing items such as Perks, Contracts, and even new fighters. Items come in five Levels—the higher the Level, the better the item. When it comes to fighters, those of a higher level come with more customization slots.

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 (▲ button) or sell it for Coins (Ⓢ button). To send all of your new items to your Collection, press the Ⓢ button, or sell all of your new items by pressing the R2 button. To view the details of an item, select it and press the R3 button.

You'll earn and purchase more Packs as you progress through Ultimate Team mode, so you can continually upgrade and collect new fighters as you climb the leaderboards!

FIGHTER CUSTOMIZATION

Equip fighters in your Team by selecting the MY TEAM option in the Hub. From there, highlight the fighter, press the Ⓢ button, and select CUSTOMIZE FIGHTER.

SETS

Looking for better items to compete in Single Player Championships? Need one last card to complete a Set or Solo Challenge? Or maybe you just want to build up your Collection? Sets allow you to exchange your unwanted and extra items for specific rewards. New content is added every week, so check back often!

CHEMISTRY

Item Chemistry is also new to UFC 3, and it pertains to the suitability of certain items to your fighter, be it with regard to weight class, fighter type, or slot type. Consider building your Ultimate Team with Chemistry in mind, assigning moves that best fit each warrior.

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 four fighters. Earn XP every time you fight to improve your overall team level. Compare your rank with your Friends and other *EA SPORTS UFC 3* players on the leaderboards to see how you're faring.

NOTE: You can play the following game modes online against real *EA SPORTS UFC 3* 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.

CHALLENGES

Ultimate Team Challenges make their debut in *UFC 3*, and they come in two different forms:

- | | |
|-------------------------|---|
| Build Challenges | These Challenges require you to build fighters under specific criteria to earn rewards; think of Build Challenges like a series of puzzles. |
| Fight Challenges | Fight Challenges throw you into specific matchups, often requiring that certain in-fight objectives be completed to earn rewards. |

ONLINE PLAY

Put your skills to the test against other *UFC 3* 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 to 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!

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. Whether online, in community forums, through chat, on the phone, or in your social network, our game experts are available and ready to help.

- **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.

- **Telephone Support**

Help is also available 6 days a week (Monday-Saturday) from 9am to 9pm GMT. If you are in the UK, please dial 0203 014 1818. If you are outside of the UK, please dial +44 203 014 1818. (Calls are charged at standard national rate; please consult your telecoms provider for details)

- **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**.

AUSTRALIA

Online Customer Support:

https://help.ea.com/

EA's Online Customer support provides free live chat, email support, and community resources on Answer HQ.

Electronic Arts Australia Support

Hotline: **+61 3 8820 5177**

Operating hours from 9am - 6pm AEST Monday to Friday. Closed on National Australian Public Holidays. Calls charges from mobile and public phones are higher.

NEW ZEALAND

Online Customer Support:

https://help.ea.com/

EA's Online Customer support provides free live chat, email support, and community resources on Answer HQ.

Electronic Arts New Zealand, Games

Hotline: **+64 9951 8377**

Operating hours from 9am - 9pm 7 days a week. Calls charges from mobile and public phones are higher.

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