

XBOX ONE



**UFC 3**

UFC





**WARNING** Before playing this game, read the Xbox One system, and accessory manuals for important safety and health information. [www.xbox.com/support](http://www.xbox.com/support).

### **Important Health Warning: Photosensitive Seizures**

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people with no history of seizures or epilepsy may have an undiagnosed condition that can cause “photosensitive epileptic seizures” while watching video games. Symptoms can include light-headedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, momentary loss of awareness, and loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects. **Immediately stop playing and consult a doctor if you experience any of these symptoms.** Parents, watch for or ask children about these symptoms—children and teenagers are more likely to experience these seizures. The risk may be reduced by being farther from the screen; using a smaller screen; playing in a well-lit room, and not playing when drowsy or fatigued. If you or any relatives have a history of seizures or epilepsy, consult a doctor before playing.

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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	
Head movement	
Switch stance	
Signature Modifier	
Basic head block /Strike interrupt	
Defend clinch	+
Technical modifier	
Body modifier	
Low block/Leg catch (timed)	+
Taunts	/  /  /
Jab	
Cross	
Right leg kick	
Left leg kick	

## STRIKING: TAKEDOWNS

Single leg	+
Double leg	+
Power single leg	+  +
Power double leg	+  +

## STRIKING: GRAPPLE DEFENSE

Takedown reversals

 +  +  /  /  / 

Defend takedown

 + 

## STRIKING: CLINCH

Single collar

 + 

Over under

 + 

Double under

 +  + 

Thai clinch

 +  + 

## STRIKING: BASICS

Left hook

 + 

Right hook

 + 

Left uppercut

 + 

Right uppercut

 + 

Left body kick

 + 

Right body kick

 + 

Left head kick

 + 

Right head kick

 + 

## CLINCH: BASICS

Rotate, push and pull opponent	
Grapple transitions	
Strike modifier	
High block/Grapple	
Defend grapple	+  /  /  /
Advanced transition modifier	
Takedown/Submission modifier	
Low block	+
Left hook	
Right hook	
Right knee	
Left knee	

## CLINCH: TAKEDOWNS

Single leg/Basic throws	+  /  /  /
Double leg/Basic throws	+  /  /  /
Power throws	+  +  /  /  /

## CLINCH: ADVANCE POSITION

Transitions/Breaks	/  /  /
Reversals on cage/Thai whips	+  /

## CLINCH: DEFEND POSITION

Defend transition left	RT + ←
Defend transition right	RT + →
Defend takedown	RT + Ⓢ
Defend clinch break	RT + Ⓢ
Defend flying submission	RT + Ⓢ / Ⓢ / ← / →

## CLINCH: STRIKING

Hook	X / Y
Uppercut	LB + X / Y
Elbow	RB + X / Y
Knees to leg/Foot stomp	A / B
Knees to leg/Knees to body	LT + A / B
Knees to head	LB + A / B
High block	RT
Low block	LT + RT

## GROUND: BASICS

Grapple transitions	Ⓢ
Ground and pound modifier	RB
High block	RT
Advanced transition modifier/ Ground and pound modifier	LB
Body modifier	LT
Low block	LT + RT
Left hook	X
Right hook	Y
Right knee	B
Left knee	A

## GROUND: ADVANCE POSITION

Get up/Transitions/Sweeps	/  /  /
Advanced positions	+  /  /  /
Submission attempts	+  /  /  /

## GROUND: DEFEND POSITION

Defend transition	+  /  /  /
Defend submission	+  /  /  /
Defend get up	+  /  /  /
Get up	/  +

## GROUND: GROUND AND POUND

Left straight	
Right straight	
Left hook	+
Right hook	+
Left elbow	+
Right elbow	+
Left hammer fist	+
Right hammer fist	+
Body modifier	
High block	
Low block	+
Arm trap left or right	+  /



# 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 **RT** to block high, or **RT** + **LT** to block low. Be careful, as your block can be broken if you absorb too many strikes in a short period of time. Pressing **RT** 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

**RT** can be used to move your head and evade incoming strikes. Flicking **RT**, **LT**, **RT**, or **LT** 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 **V** and flick **⬆** or **⬇** to get in close and lock them in a basic, Single Collar clinch. From here, throw punches and knees with **A**, **X**, **Y**, and **B**; hold **LB** or **V** to modify these strikes.

Hold **⬆**, **⬇**, 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 **LB** while moving **⬆**.

### GRAPPLING HUD

Whether you're in the clinch on the ground, you will see available transitions and maneuvers appear on the HUD. Simply move **⬆** 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 **V** while moving **⬆** 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 **LB** while performing this move.

From the clinch, hold **V** and move **⬆** to perform a variety of basic throws and takedowns. Alternatively, hold **LB** to perform more sophisticated clinch attempt moves, or hold **V** or **V** + **LB** for high takedowns and flying submissions.

## GROUND MOVES

Once you have your opponent on the ground, press **A**, **X**, **Y**, and **B** to strike. Move **⬆** to change to any of the positions listed on screen.

During this sequence, it's possible to submit your opponent by holding **L1**, and then moving **R1** 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.

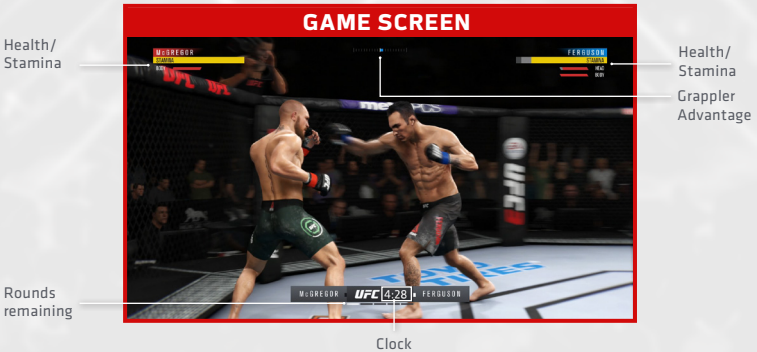
To finish a submission, you must first prevent your opponent from pushing any Break Wall to the edge of the circle. Push and hold **R1** in the same direction a Break Wall is moving to block it. Watch the inside of the circle for **R1** icons to appear, then flick the stick in the direction of the icon 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 **R1** 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 a great way to swing the fight in your favor—from there, you can posture up by pressing **R1**, 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 your 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.

<b>Weight Class</b>	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.
<b>Fighter Style</b>	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.
<b>General Info</b>	Start with the basics. Choose your fighter's name, age, weight class, and social media nickname.
<b>Appearance</b>	Your look will help define you in the Octagon. Customize your fighter's face, hair, body type, and more—even their tattoos.
<b>Fight Kit</b>	Choose your fighter's outfit and mouth guard so they're ready for the fight.
<b>Style</b>	Choose your fighter's walkout music, personality, posture, and taunt style to define their style.
<b>Skills</b>	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 (Y) or sell it for Coins (X). To send all of your new items to your Collection, press B, or sell all of your new items by pressing R. To view the details of an item, select it and press P.

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 X, 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:

- |                         |   |
|-------------------------|---|
| <b>Build Challenges</b> | These Challenges require you to build fighters under specific criteria to earn rewards; think of Build Challenges like a series of puzzles. |
| <b>Fight Challenges</b> | 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 Xbox Store to browse available DLC and find new fighters to bring into the game.

# WARRANTY

**NOTE:** This warranty does not apply to digital download products.

## LIMITED WARRANTY

Electronic Arts warrants to the original purchaser of this computer software product that the recording media on which the software programs are recorded will be free from defects in materials and workmanship for 90 days from the date of purchase. During such period defective media will be replaced if the original product is returned to Electronic Arts at the below address, together with a dated proof of purchase, a statement describing the defects, the faulty media and your return address. This warranty is in addition to, and does not affect your statutory rights in any way. This warranty does not apply to the software program themselves, which are provided "as is", nor does it apply to media which has been subject to misuse, damage or excessive wear.

## RETURNS AFTER WARRANTY

Electronic Arts will replace user-damaged media, current stocks allowing, if the original media is returned with a Eurocheque or postal order for £10 per disc, payable to Electronic Arts Ltd. If you have any queries on warranty replacements or user-damaged discs or manuals, please e-mail us on [uk-warranty@ea.com](mailto:uk-warranty@ea.com) Please note that this is only for warranty and NOT technical queries. Please remember to include full details of the defect, your name, address and, where possible, a daytime telephone number where we can contact you.

### Online Warranty Information:

<http://help.ea.com/uk/article/ea-uk-warranty-policy/>

### EA Warranty Mailing Address:

Electronic Arts Customer Warranty, PO Box 1096, Guildford, GU1 9JN, United Kingdom

# NEED HELP?

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- **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**.