



December 3, 2015

Jose Aldo and Conor McGregor Fight for the Cover at UFC 194

Winner of the Main Event at UFC 194 to Join Ronda Rousey on the Cover of EA SPORTS UFC 2 Out Spring 2016

REDWOOD CITY, Calif.--(BUSINESS WIRE)-- [Electronic Arts Inc.](#) (NASDAQ: EA) today announced UFC® featherweight champion Jose Aldo and UFC interim featherweight champion Conor McGregor, will *Fight for the Cover* to join *EA SPORTS™ UFC® 2* cover athlete, "Rowdy" Ronda Rousey. For the first time in *EA SPORTS* history, the winner of a real-world sporting event will get the opportunity to be included on a game's cover. The cover will be revealed immediately after the undisputed world featherweight championship at *UFC® 194: ALDO vs. McGREGOR* on Saturday, December 12 at the MGM Grand® Garden Arena in Las Vegas, Nevada.*

This Smart News Release features multimedia. View the full release here:

<http://www.businesswire.com/news/home/20151203005830/en/>

"The main event at UFC 194 between Jose Aldo and Conor McGregor is without a doubt one of the most anticipated events in UFC history," UFC President Dana White said. "Aldo and McGregor are two of the biggest stars in the world and it's fitting that next Saturday night the winner not only becomes the undisputed UFC featherweight champion, but also the second global cover athlete of *EA SPORTS UFC 2*."

Fight fans can participate in the biggest fight of the year by predicting the winner through UFC.com/EASPORTS. Fans can pick the round, as well as determine if Aldo or McGregor will win by submission, knockout, or decision, and witness their prediction come to life through a unique gameplay video shareable on social channels.

"*Fight for the Cover* is another way we are bringing an authentic and exciting experience to the fans," said Jamie McKinlay, Vice President of Marketing, *EA SPORTS*. "From the Octagon at UFC 194 on December 12, to the Octagon in *EA SPORTS UFC 2*, this is a huge moment in *UFC* and *EA SPORTS* history, and we're thrilled to be a part of it."

EA SPORTS UFC 2 delivers an experience for every fight fan including all-new gameplay features like the **Knockout Physics System**, as well as stunning character likeness and animation that takes the franchise to the next level. From the biggest roster of real-world fighters, to authentic gameplay features, *EA SPORTS UFC 2* will let fans experience the thrill of finishing the fight on Xbox One, the all-in-one games and entertainment system from Microsoft and the PlayStation®4 computer entertainment system.

Full feature and mode details can be found at <http://easports.com/ufc/features>.

For pre-order information, visit <http://easports.com/UFC/buy>

**In the event of a draw, substitution, or in its sole discretion, EA reserves the right to select the athletes ultimately used for EA SPORTS UFC 2's cover.*

EA SPORTS UFC 2 is developed in Burnaby, British Columbia by EA Canada. More information is available on the [EA SPORTS UFC website](#), and in-depth feature details will be announced in the months leading up to launch. Fans should keep an eye on the website, as well as the *EA SPORTS UFC* [Facebook](#) and [Twitter](#) pages to make sure they're always up-to-date on the latest and greatest news.

EA SPORTS™ is one of the leading sports entertainment brands in the world, with top-selling videogame franchises, award-winning interactive technology, fan programs and cross-platform digital experiences. *EA SPORTS* creates connected experiences that ignite the emotion of sports through videogames, including *Madden NFL* football, *EA SPORTS™ FIFA*, *NHL®* hockey, *NBA LIVE* basketball, *Rory McIlroy PGA TOUR®* golf, *S S X™* and *EA SPORTS UFC®*.

For more information about *EA SPORTS*, including news, video, blogs, forums and game apps, please visit www.easports.com to connect, share and compete.

For more information on UFC 194, please visit <http://www.ufc.com/event/UFC194>.

About Electronic Arts

Electronic Arts (NASDAQ: EA) is a global leader in digital interactive entertainment. The Company delivers games, content and online services for Internet-connected consoles, personal computers, mobile phones and tablets. EA has more than 300 million registered players around the world.

In fiscal year 2015, EA posted GAAP net revenue of \$4.5 billion. Headquartered in Redwood City, California, EA is recognized for a portfolio of critically acclaimed, high-quality blockbuster brands such as The Sims™, Madden NFL, EA SPORTS™, Battlefield™, Dragon Age™ and Plants vs. Zombies™. More information about EA is available at www.ea.com/news.

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About UFC®

UFC® is the premier mixed martial arts (MMA) organization and largest pay-per-view event provider in the world. Headquartered in Las Vegas with offices in London, Toronto, Singapore and Sao Paulo, UFC produces more than 40 live events annually that consistently sell out some of the most prestigious arenas around the globe. UFC programming is broadcast in 158 countries and territories to over 1 billion TV households worldwide in 21 different languages. The UFC has a multi-year broadcast agreement with FOX in the U.S., which annually includes four live events broadcast on the FOX network, as well as *The Ultimate Fighter*® reality television show and thousands of hours of programming on FOX Sports 1 and FOX Sports 2. In 2014, UFC launched [UFC FIGHT PASS](#)®, a digital subscription service that is available throughout the world with exclusive live events, thousands of fights on-demand and original content. The UFC organization also licenses over 100 [UFC GYM](#)® locations, and owns [UFC.TV](#)® (offering live event broadcasts and video on-demand around the world), [UFC FIT](#)® (an in-home fitness and nutrition program), [UFC Magazine](#), and has a videogame franchise with [EA SPORTS](#), [UFC Fight Club](#)®, [UFC Fan Expo](#)®, [UFC branded apparel](#), DVDs and Blu-rays and Topps Trading Cards. For more information, visit [UFC.com](#) and follow UFC at [Facebook.com/UFC](#), [Twitter](#) and [Instagram](#): @UFC.

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Source: Electronic Arts Inc.

News Provided by Acquire Media