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Finish the Fight in EA SPORTS UFC 2 Available Now

Step into the Octagon[®] with KO Mode and Four Other All-New Modes, More Than 250 UFC[®] Athletes, an Innovative Knockout Physics System, and Much More

REDWOOD CITY, Calif.--(BUSINESS WIRE)-- [Electronic Arts Inc.](#) (NASDAQ: EA) today announced the official launch of *EA SPORTS™ UFC[®] 2*, available in retail stores and as a digital download on Xbox One and PlayStation 4. The game features the [largest roster ever for an official UFC game](#), boasting more than 250 athletes, including cover stars, UFC featherweight champion Conor McGregor and former UFC bantamweight champion Ronda Rousey. The game also includes all-time fighting legends like Mike Tyson, UFC Hall-of-Famer Bas Rutten, Kazushi Sakuraba, and Bruce Lee - all unlockable by making it to the UFC Hall of Fame in Career Mode. *EA SPORTS UFC 2* also introduces a [Knockout Physics System](#) that, when paired with thousands of new animations and updated character likenesses, makes knockouts more dynamic and realistic than ever.

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"By listening to fans, sharpening our fundamentals, focusing on areas of innovation in gameplay, and adding massive depth to modes, we believe we've taken the franchise and MMA games to the next level with this one," said *EA SPORTS UFC 2* Creative Director Brian Hayes. "We're excited that it's finally time to ask fans to stare back at their opponent, bite down on their mouth piece, come out swinging and finish the fight."

EA SPORTS UFC 2 delivers a [mode for every fight fan](#), including the series introduction of Custom Event Creator, UFC Ultimate Team™, and Live Events which allow players to gain in-game rewards for playing out real-world fight cards before they happen. The game also features the

FINISH THE FIGHT IN EA SPORTS UFC 2 AVAILABLE NOW (Photo: Business Wire) brand-new Knockout Mode, which does away with clinches, grappling and submissions in favor of pure heart-pounding, stand-up fighting action. However, when fights do go to the ground, *EA SPORTS UFC 2* gives fighters the tools to master mixed martial arts (MMA), including [Grapple Assist](#), a new graphic overlay that helps fans dominate the clinch and find their next move on the ground.

"This game is an authentic representation of the UFC brand experience, bringing the excitement of the Octagon to life for all fight fans," UFC Senior Vice President of Global Consumer Products Tracey Bleczynski said. "From the walkout, incorporating the new UFC Fight Kit, to the intensity of being face-to-face with the top combat sports athletes in the world, this game has it all."

Assets for *EA SPORTS UFC 2* can be found [here](#) and game trailers can be watched [here](#).

EA SPORTS UFC 2 is developed by EA Vancouver, and is available now in North America and will be available March 17 worldwide on Xbox One and PlayStation 4. EA Access* members can try the full game for a limited time and get 10% off the digital version of the game on Xbox One. 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, 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.

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