



XBOX 360

XBOX
LIVE

UFC 2009

UNDISPUTED™

INSTRUCTION BOOKLET





WARNING Before playing this game, read the Xbox 360® Instruction Manual and any peripheral manuals for important safety and health information. Keep all manuals for future reference. For replacement manuals, see www.xbox.com/support or call Xbox Customer Support.

Important Health Warning About Playing Video Games

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 who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause 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 should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

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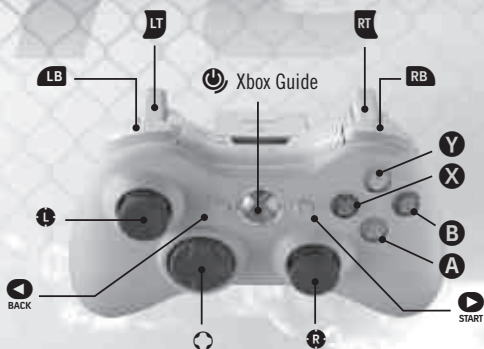
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This game is dedicated to the memories of Charles "Mask" Lewis Jr. and Evan Tanner. True MMA pioneers.

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Xbox 360 Controller



Xbox LIVE

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Connecting

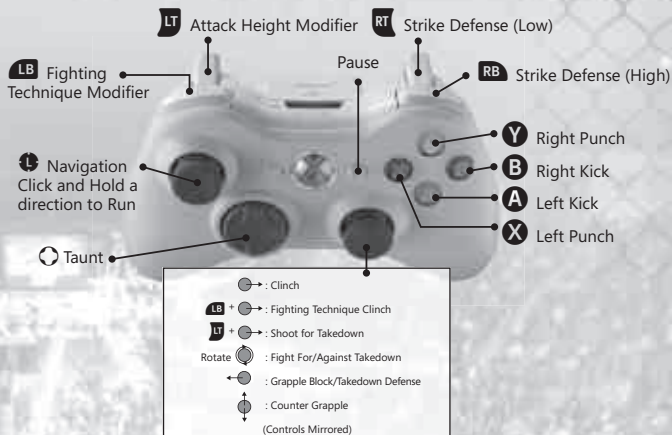
Before you can use Xbox LIVE, connect your Xbox 360 console to a high-speed Internet connection and sign up to become an Xbox LIVE member. For more information about connecting, and to determine whether Xbox LIVE is available in your region, go to www.xbox.com/live/countries.

Family Settings

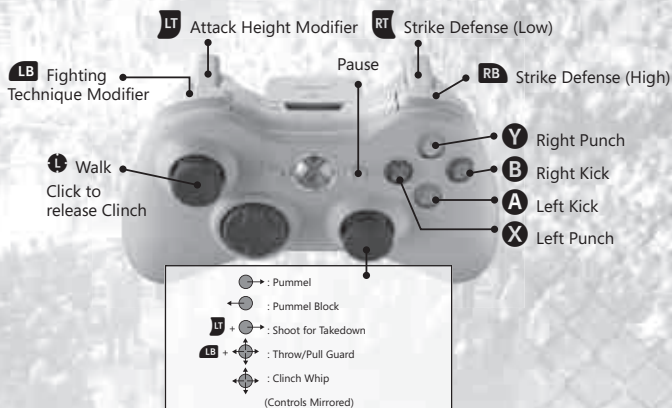
These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. Parents can restrict access to mature-rated content. Approve who and how your family interacts with others online with the Xbox LIVE service. And set time limits on how long they can play. For more information, go to www.xbox.com/familysettings.

Game Controls

STANDING



CLINCH



Game Controls (cont.)

GROUND GRAPPLING*

LB Fighting
Technique Modifier

L Click to Stand
(Top position only)

↺ or ↻ : Minor Transition to Left
↻ or ↺ : Minor Transition to Right
↺ or ↻ : Major Transition to Left
↻ or ↺ : Major Transition to Right
Flick ← or → : Transition Reversal
Hold ← or → : Transition Block

* Face buttons and shoulder buttons are same as Standing.

SUBMISSION

L Click to
release
Submission

Pause

Fight For/Against
Submission
(Brute Force)

Click : Initiate Submission
Rotate : Fight For/Against Submission
(Technical)

Detailed Controls

Standing

Navigation	Push L
Step	Quickly Press L
Run	Press L + Push L any direction
Weak Left Punch to Head	Press X
Weak Right Punch to Head	Press Y
Weak Left Punch to Body	Hold LT + Press X
Weak Right Punch to Body	Hold LT + Press Y
Weak Left Kick to Body	Press A
Weak Right Kick to Body	Press B
Weak Left Kick to Legs	Hold LT + Press A
Weak Right Kick to Legs	Hold LT + Press B
Strong Left Punch to Head	Push L toward opponent + Press X
Strong Right Punch to Head	Push L toward opponent + Press Y
Strong Left Punch to Body	Hold LT + Push L toward opponent + Press X
Strong Right Punch to Body	Hold LT + Push L toward opponent + Press Y
Strong Left Kick to Body	Push L toward opponent + Press A
Strong Right Kick to Body	Push L toward opponent + Press B
Strong Left Kick to Legs	Hold LT + Push L toward opponent + Press A
Strong Right Kick to Legs	Hold LT + Push L toward opponent + Press B
Fighting Technique Modifier	Hold LB
High Guard	Hold RB
Low Guard	Hold RT
High Strike Counter	Push R up
Low Strike Counter	Push R down
Clinch Attempt	Push R toward opponent

Detailed Controls (cont.)

Standing (cont.)

Takedown Attempt	Hold LT + Push R toward opponent
Clinch/Takedown Block	Hold R away from opponent
Takedown Struggle	Rotate R
Taunt	↑ , ↓ , ← or → on the ○
Pause Menu	START

Clinch

Navigation	Push L
Left Punch	Press X
Right Punch	Press Y
Left Kick	Press A
Right Kick	Press B
Attack Height Modifier	Hold LT
High Guard	Hold RB
Low Guard	Hold RT
High Strike Counter	Push R up
Low Strike Counter	Push R down
Takedown Attempt	Hold LT + Push R toward opponent
Pummel	Push R toward from opponent
Pummel Block	Push R away from opponent
Takedown Struggle	Rotate R
Throw Attempt	Hold LB + Push R up, down, left, or right
Clinch Release (when in a dominant position)	Press L
Pause Menu	START

Detailed Controls (cont.)

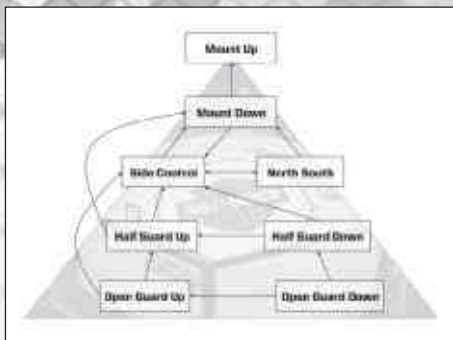
Ground

Weak Left Punch to Head	Press X
Weak Right Punch to Head	Press Y
Weak Left Punch to Body	Hold LT + Press X
Weak Right Punch to Body	Hold LT + Press Y
Strong Left Punch to Head	Push LT toward opponent + Press X
Strong Right Punch to Head	Push LT toward opponent + Press Y
Weak Left Knee to Body (when applicable)	Press A
Weak Right Knee to Body (when applicable)	Press B
Fighting Technique Modifier	Hold LB
High Guard (when applicable)	Hold RB
Low Guard (when applicable)	Hold RT
Submission Attempt	Click R
Minor Transition	Please see Game Controls section for details on how to perform a Minor Transition
Major Transition	Please see Game Controls section for details on how to perform a Major Transition
Transition Block	Push R toward or away from opponent
Transition Reversal	Quickly Press R toward or away from opponent
Pause Menu	 START

Submission

Submission Attempt	Click R
Submission Release	Click L
Technical Escape	Rotate R
Brute Force Escape	Repeatedly Press X + Y + A + B
Pause Menu	 START

Advanced Controls



Ground Game

One of the most important aspects of *UFC® 2009 Undisputed™* is that of the ground game. In mixed martial arts, learning the ground game is essential to victory, but it might not be as easy to understand as traditional striking.

The ground game can be thought of as a pyramid, ordered in terms of the offensive fighter's

advantage. At the bottom of the pyramid you have the Open Guards, in which the offensive fighter only has a marginal level of advantage over the defender. Of all the ground Positions, the offensive fighter does the least amount of damage from here. As the offensive fighter moves up the pyramid by performing Transitions, he gains more powerful strikes and Submissions, ultimately ending up in Mount Up, the most advantaged of all ground Positions. From here, victory for the offensive fighter is almost assured, and the defensive fighter is virtually powerless to fight back. To survive, the defensive fighter often attempts to perform Transitions of his own, which can help him move further down the pyramid, return him to standing, or even reverse situations and put him in the offensive Position.

Using this knowledge against your opponent is crucial to become an ultimate fighter. Without it, you'll be lost in the Octagon™ versus true mixed martial artists.

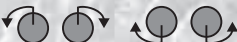
Combos

UFC® 2009 Undisputed™ features an expansive combo system that allows attacks to be strung together seamlessly to create combos. For a full list of combos, please see each individual fighter's Combo List located in the Pause Menu.

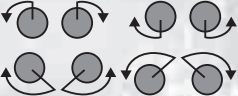
Stamina and Energy

Stamina is an expression of a fighter's Cardio Attribute, and is also the maximum Energy value for a fighter at any given point. Energy is best thought of as the fuel it takes to perform in-game actions, like Strikes and Transitions. The relationship between Stamina and Energy can be thought of like this: Stamina is a vessel, and Energy is the contents of that vessel.

Quick Tips

How Do I...?		Controls
Punch and Kick?		X: Left Punch Y: Right Punch Use LT to make punches attack the body.
		A: Left Kick B: Right Kick Use LT to make kicks attack the legs.
Block?		Use RB to block high attacks. Use RT to block low attacks.
Use Special Moves?		Use Technique Strikes like a Superman Punch by holding LB and pressing a punch button (X or Y). Special Strikes are based on your Fighter's Striking Technique.
		Use Technique Throws like Wrestling Throws by holding LB and pushing RS in any direction when you're in a clinch. Special Throws are based on your Fighter's Grappling Technique.
		Use Technique Transitions like Rubber Guard by holding LB while performing a Minor Transition on RS.  Special Transitions are based on your Fighter's Grappling Technique.

Quick Tips (cont.)

Knock someone out?		Use Strong Strikes to your opponent's head to get a knockout. ⚡ toward + Punch/Kick (X / Y / A / B) Or Tap ⚡ in any direction + Punch/Kick (X / Y / A / B)
Take someone to the ground?		⬇ + ⚡ toward to shoot for a takedown. Spin ⚡ during your shoot to get the takedown. Spin ⚡ during an opponent's shoot to fight the takedown.
Finish the fight on the ground?		Get on top in an Up Position (open guard up, half guard up, full posture, mount up) using Minor and Major Transitions with ⚡.  Throw Strong Strikes when you're on top in an Up Position or click ⚡ to start a submission to finish the fight.
Perform a Submission?	 	Click ⚡ while you're on top in an Up Position to start a submission. Spin ⚡ to finish the submission and make the opponent tap out. Catch an opponent's punch while you're on bottom in open guard up or half guard up by clicking ⚡. Spin ⚡ to finish the submission and make the opponent tap out.

Quick Tips (cont.)

Get off a guy when I'm on the ground?		Click  when you're on top of your opponent to stand up. Be careful though, your opponent can block you from Down Positions (open guard down, half guard down, mount down).
Get a guy off me when I'm on the ground?		First use a Minor Transition to pull your opponent into a Down Position (half guard down, mount down) with  .
		Then use a Major Transition on  to reverse your position or stand up. 
Stand up when I'm by myself?		Push  up, down, or toward the opponent.
Where is my Health Bar?		<i>UFC® 2009 Undisputed™</i> does not use Health Bars because a Knockout can happen at any time. You have an Energy/Stamina Bar. This bar shows your fighter's current ability (Energy) and overall ability (Stamina) to fight effectively. You can turn this bar on and off in the Options Menu or Pause Menu.

Quick Tips (cont.)

Why does my fighter move really slow sometimes?



Your fighter has become **gassed** from attacking too aggressively and/or taking too many hits. Try defending to give your fighter a chance to rest and regain some **Energy**.

Rules

Weight Classes

Lightweight – over 145 to 155 lbs.

Welterweight – over 155 to 170 lbs.

Middleweight – over 170 to 185 lbs.

Light Heavyweight – over 185 to 205 lbs.

Heavyweight – over 205 to 265 lbs.

Bout Duration

All non-championship bouts shall be two or three rounds.

All championship bouts shall be five rounds.

Rounds will be five minutes in duration.

A one-minute rest period will occur between each round.

Fouls

The player is not able to commit fouls in *UFC® 2009 Undisputed™*.

Ways To Win

1. Submitting the opponent.
2. Knocking out the opponent.
3. Technical knockout by the referee stopping the contest.
4. Decision via the scorecards, including:

Unanimous decision – All judges pick the same fighter as the winner.

Split decision – One judge picks one fighter, the other two judges pick the other fighter.

Majority decision – Two of three judges pick the same fighter as the winner, while the other judge has the bout scored as a draw.

5. Forfeit.

Rules (cont.)

Draws

Draws can only occur when the bout goes to a decision and is subject to the following conditions:

1. **Unanimous draw** – All judges score the bout as a draw.
2. **Majority draw** – Two of the three judges score the bout as a draw.
3. **Split draw** – One judge picks one fighter, one judge picks the other fighter, and one judge scores the bout a draw.

Referee may Restart the round if the fighters reach a stalemate and do not work to improve position or finish.

Main Menu

Highlight the Main Menu options with **↑/↓** and press **A** to confirm your selection. **B** takes you back to the title screen, and all unsaved progress will be lost.



Exhibition

Use the Exhibition Mode Fighter Selection screen to select your fighter for use in Exhibition Mode. This screen features each fighter's Overall Rating. Use **↑/↓** to cycle through available fighters. Use **X** to toggle each fighter's Status screen, which features each fighter's Stats and Attributes, as well as things like each fighter's nickname or win-loss record.

Main Menu (cont.)

Career

Build your own ultimate fighter right from the ground up. Select your fighter's appearance, fighting techniques, skills and proficiencies, and throw yourself head first into the Octagon™ against the best fighters on Earth. Manage your training schedule, work your way through the ranks, and train at famous camps, all the while working toward the ultimate goal of making it into the illustrious UFC® Hall of Fame.

Tutorial

Get a full education of MMA's ins and outs, or get a refresher on a single element of gameplay in the fully featured Guide Mode.

Classic Fights

Relive history the way it was or rewrite it anyway you want in the Classic Fights Mode.

Create a Fighter

Create a customised fighter using parts from the Create A Fighter (CAF) system.

Options

From the Options menus, you can change the Gameplay Settings and Sound Options.

Game Progress

Use the Game Progress menu to view various details and statistics accumulated throughout your playtime. View achievements both locked and unlocked in the Achievement Menu.

Online

Go online with your Xbox LIVE account and challenge would-be UFC® all-stars across the world for a shot at immortality. Compete in Ranked Matches to climb your way up the Leaderboards or just have some fun in an unranked match. View My Records to see your online win-loss record and your Legend progress.

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