



WARNING Before playing this game, read the Xbox 360® console and accessory manuals for important safety and health information. Keep all manuals for future reference. For replacement console and accessory manuals, go to www.xbox.com/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.

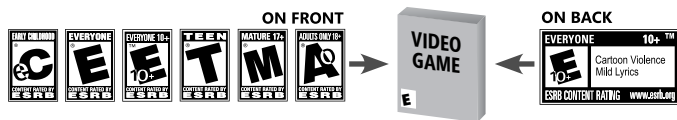
If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

ESRB Game Ratings

The Entertainment Software Rating Board (ESRB) ratings are designed to provide consumers, especially parents, with concise, impartial guidance about the age-appropriateness and content of computer and video games. This information can help consumers make informed purchase decisions about which games they deem suitable for their children and families.

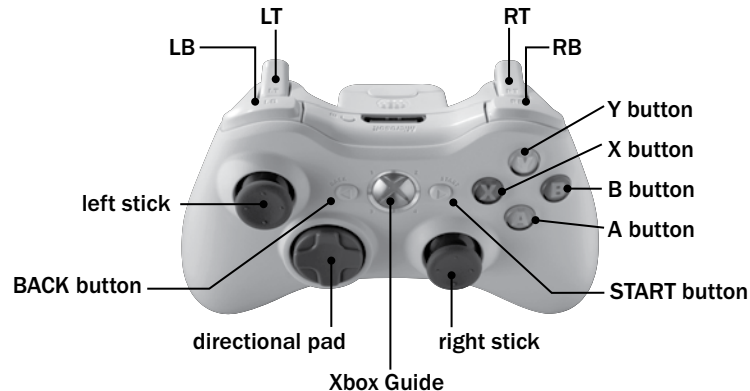
ESRB ratings have two equal parts:

- **Rating Symbols** suggest age appropriateness for the game. These symbols appear on the front of virtually every game box available for retail sale or rental in the United States and Canada.
- **Content Descriptors** indicate elements in a game that may have triggered a particular rating and/or may be of interest or concern. The descriptors appear on the back of the box next to the rating symbol.



For more information, visit www.ESRB.org

COMPLETE CONTROLS



TOTAL STRIKE CONTROL CONFIGURATION (STANDING)

| | |
|-------------------|---------------------|
| Move Player | ↑ |
| Strike | Ⓡ |
| Respect | ⊙ ↑ |
| Change Stance | ⊙ ←/→ |
| Taunt | ⊙ ↓ |
| Fake Modifier | LB (pull and hold) |
| Kick Modifier | LT (pull and hold) |
| High-Low Modifier | RB (press and hold) |
| Block | RT (pull and hold) |
| Clinch | Y |
| Sprawl | B |
| Takedown | A |

TOTAL STRIKE CONTROL CONFIGURATION (CLINCH)

| | |
|-------------------|---------------------|
| Move Player | ↑ |
| Elbows | Ⓡ |
| Position Change | Y |
| Submissions | X |
| Deny/Counter | B |
| Takedown | A |
| Kick Modifier | LT (pull and hold) |
| High-Low Modifier | RB (press and hold) |
| Block | RT (pull and hold) |

| TOTAL STRIKE CONTROL CONFIGURATION (GROUND) | |
|---|---------------------|
| Strike | R |
| Fake Modifier | LB (press and hold) |
| Kick Modifier | LT (pull and hold) |
| High-Low Modifier | RB (press and hold) |
| Block | RT (pull and hold) |
| Stand Up | Y |
| Submissions | X |
| Deny/Counter | B |
| Position Change | A |

NOTE: The default control configuration is TOTAL STRIKE CONTROL. You may change it to CLASSIC in the Extras menu.

| CLASSIC CONFIGURATION (STANDING) | |
|----------------------------------|---------------------|
| Move Player | I |
| Respect | ○ ↑ |
| Change Stance | ○ ←/○ → |
| Taunt | ○ ↓ |
| Fake Modifier | LB (press and hold) |
| High-Low Modifier | LT (pull and hold) |
| Block | RT (press and hold) |
| Right Punch | Y |
| Left Punch | X |
| Right Kick | B |
| Left Kick | A |

| CLASSIC CONFIGURATION (CLINCH) | |
|--------------------------------|---|
| Move Player | I |
| Switch Position | R |
| Right Punch | Y |
| Left Punch | X |
| Right Kick | B |
| Left Kick | A |

| CLASSIC CONFIGURATION (GROUND) | |
|--------------------------------|---------------------|
| Deny/Counter | I |
| Stand Up | Y |
| Position Change | R |
| Submissions | Y |
| Fake Modifier | LB (press and hold) |
| High-Low Modifier | LT (pull and hold) |
| Block | RT (press and hold) |
| Right Punch | Y |
| Left Punch | X |
| Right Kick | B |
| Left Kick | A |

SETTING UP THE GAME

Before hitting the mat, make sure to set up a gamer profile and an *EA SPORTS™ MMA* User Profile to save all of your memorable achievements.

GAMER PROFILE

Create a gamer profile to track achievements and save all game progress. A gamer profile must be created in order to play Xbox LIVE®.

- ▶ To create a new gamer profile, press X to bring up the Xbox Guide. Highlight CREATE NEW PROFILE and press A. Create a profile name using the virtual keyboard.
- ▶ After your gamer profile is created and saved to a storage device, you can customize your gamer profile and set personal settings. When you are signed in with your gamer profile, achievements will be tracked and game progress can be saved.

NOTE: To activate a gamer profile, press X on the Xbox 360 Controller. You may activate another gamer profile at any time simply by logging in with another Xbox 360 Controller. Any progress that has not been saved to an active gamer profile will be lost when signing out or changing the active gamer profile.

USER PROFILES

Keep track of your personal stats and accomplishments with a User Profile. An active User Profile saves career achievements in various game modes to your Xbox 360 Hard Drive or Xbox 360 Memory Unit. Access Profile Management and activate and/or set a lead profile.



WWW.EASPORTS.COM

PLAYING THE GAME



When fighting an opponent, the in-game HUD displays important information for your match. You can view the time remaining in the round, the current round, and your stamina meter. The stamina meters for your Head, Body, and Legs are only visible when their stamina has dropped below 50%, and serve as a warning and status indicator. If a stamina meter appears on-screen, fall back and attempt to conserve stamina. If you would rather see your stamina meters at all times, or make other adjustments to the HUD, you may change the HUD in the Settings menu. Your overall stamina meter is always visible.

STRIKES

Your primary method of attacking comes via strikes. Move **←** in a direction and with a specific motion to throw punches and kicks. Each strike has its own strengths and weaknesses. Stronger strikes may be slower than weaker ones, but do more damage. Quick strikes do little damage, but allow for fast and reliable combos. Special Moves have separate motions.



Left Jab



Left Hook



Left Uppercut



Left Backfist



Right Jab



Right Hook



Right Uppercut



Right Backfist

MODIFIERS

Modifiers alter the way you attack. The Kick Modifier allows you to perform kicks by making gestures with **↻**. The High-Low Modifier turns high attacks into low ones. When holding the Fake Modifier, you throw a fake strike in an attempt to open up your opponent's guard.

CHANGE STANCE

Your stance determines which side of your body you lead with. This affects the range of your attacks and may make it easier to counter your opponent's attacks or create a fast combo. Change stances by pressing **○ ←** or **○ →**.

BLOCK AND PARRY

Blocking and parrying are the ways that fighters can protect themselves from damage. To block, pull and hold **□**. This reduces the damage you take from your opponent's blows. By moving **↻ ←**, **↻ →**, **↻ ↓**, or **↻ ↑** while blocking, from the left or right, and timed appropriately against an opponent's strike, you can parry their attacks, leaving them open for retaliation. If you attack when your opponent is off-balance, you can cause extra damage or even get a flash knockout.

TAKEDOWNS AND CLINCHES

A takedown is a maneuver that drags your opponent to the mat and allows you to assume a dominant position so that you can apply strikes or submission holds. After taking someone down, make sure that they do not gain the upper hand by changing positions and gaining an advantage. Work toward a full mount by advancing your position. Press **A** to begin the takedown process and continue pressing **A** to advance.

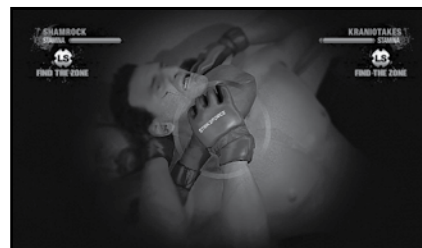
When someone attempts to take you down, try to Sprawl to counter his takedown. Sprawl by pressing **B**. This prevents them from mounting and showering you with punches. After being taken down, attempt to counter their attacks or submission holds by pressing **B**. Pay attention to the vibration of your controller, as that gives you a clue as to when you need to begin countering.

Clinching works similar to takedowns. Rather than taking your opponent to the ground, you grapple with them while standing. You can attack from a clinch or transition to a takedown. Press **Y** to enter a clinch and begin pressing **Y** to gain an advantageous position. If you can maneuver your opponent up against the cage, you can perform a number of position-specific maneuvers. To perform a takedown from a clinch, press **A**.

SUBMISSIONS

Submissions are attempts to end a match early by focusing your attention and power on a specific part of your opponent's body. Each fighter has specific submissions, so know what you are best at before attempting to make your opponent tap out. Pressing **X** from various ground and clinch positions begins a submission. When someone attempts to make you submit, counter his hold by pressing **B** according to the vibration of your controller.

There are two types of submissions. Joint submissions put pressure on a specific joint. When performing a joint submission, a representation of the bone being attacked appears on your opponent's body. As this bone turns red and the camera zooms in, the opponent is closer to submitting. When the bone goes from invisible to fully red, the opponent will tap out and surrender. When performing a joint submission, you must tap a button displayed on the screen to manage your stamina and keep up the pressure. If you run out of stamina, you release the hold.



Choke submissions attempt to cut off the flow of air to your opponent's lungs. When performing a choke submission, a large white circle will appear on-screen. As this circle gets smaller, and the camera zooms in, the opponent gets closer to submitting. Use **Y** to find the sweet spot and maintain the hold. When being choked, use **Y** to find the sweet spot and escape the hold. The color of your corner, blue or red, appears on the perimeter of the circle when you have found the sweet spot. Your controller will vibrate on the sweet spot, as well.

PAUSE MENU

Press **○** during a game to access the Pause menu. You can select RESUME, CONTROLS, SPECIAL MOVES, SETTINGS, or EXIT GAME.

GAME MODES

FIGHT NOW

Take on veteran mixed martial artists or bring your created fighters into the ring for a quick one-on-one battle. Choosing FIGHT NOW from the main menu allows you to fight one match with specific fighters against the computer or a friend.

Begin by selecting a Weight Class. The Weight Class determines which fighters you may select. Fighters can only fight people in their own Weight Class. Select from HEAVYWEIGHT, LIGHT HEAVYWEIGHT, MIDDLEWEIGHT, WELTERWEIGHT, and LIGHTWEIGHT. After that, choose to use Strikeforce, Vale Tudo, Unified, or Japanese rules for the fight. Select from one of thirteen venues, choose a ring type (if applicable), and then decide the difficulty of the CPU. Finally, decide whether the fighter in the blue corner, the red corner, or both corners will be belt holders.

RULES

Each fight must abide by certain rules. These rules change the tenor of the fight and allow you to mix things up.

- Strikeforce** Strikeforce matches can only take place in the Hexagonal Cage. They last for three five-minute rounds and have no special rules.
- Vale Tudo** Vale Tudo matches may take place in the Hexagonal Cage, Boxing Ring, or Circular Cage. These fights are composed of one twenty minute round. Ground elbows, ground kicks, and ground knees are allowed.
- Unified** Unified matches may take place in the Hexagonal Cage, Boxing Ring, or Circular Cage. Unified fights are three five-minute rounds. Ground elbows are allowed.
- Japanese** Japanese matches may take place in the Hexagonal Cage, Boxing Ring, or Circular Cage. Battle it out in two rounds. The first round lasts ten minutes, and the second lasts five. Ground kicks and ground knees are allowed.

CAREER

Now is your chance to put on your gloves and go toe-to-toe and armbar-to-armbar with the best of the best. Create a fighter and train at up to seven gyms with Bas Rutten, Rickson Gracie, Pat Miletich, and other real and original trainers until you're ready for prime time. Earn money from fights to travel around the world to prove your worth. Use your Smartphone to find out information about your opponents and manage your schedule. Fight your way up to the top leagues and experience the fierce competition in the six unique leagues of *EA SPORTS MMA!*

SMARTPHONE

The Smartphone is key to making your way up the ranks and exploring the world of *EA SPORTS MMA*. Activate it to view the time of your next scheduled fight. Read messages from your trainer, catch up on your coverage on the web, view the places you can travel to and how much it costs to go there, look in on the rankings, examine your attributes, view your history, edit your fighter, look at the Event List, or adjust in-game settings. When new challenges come in, they are displayed on your Smartphone.

GYMS

Where you train decides what you learn. Train with Rickson Gracie, Randy Couture, Pat Miletich, or several other coaches to learn new Special Moves. You can unlock up to 16 Special Moves during your career. You must travel to gyms to learn new techniques. Which techniques you can learn are displayed on the Travel menu. It costs money to travel to a gym, and you can only do it in the first week of training, so choose carefully.

NOTE: When creating a fighter in Fighter Share, you can only assign 16 Special Moves. Play Career to unlock more.

PREPARING FOR YOUR FIGHT

The most important aspect of gearing up for a match is training. There are six training regimens to choose from: CLINCH, GROUND, STAND UP, SUBMISSION, SCOUTING, and FREE TRAINING. Each of these regimens has a selection of specific tasks that work one of your attributes and increase your health. Completing a training session makes a week pass, moving you closer to your next fight. If you do Free Training, your attributes do not increase and time does not pass.

When it is fight time, you need to get ready to go to the mat! When the match is done, win or lose, the Smartphone sums up your accomplishments and you begin the training process for the next match.

SAVING

Your progress is automatically saved while playing in Career mode. Saving occurs after winning or losing a fight, or exiting Career mode

- Travel** Travel to a gym that specializes in your style by using the Smartphone to take your next trip.
- Clinch** Strengthen your clinch attribute and raise your health.
- Ground** Strengthen your ground attribute and raise your health.
- Stand Up** Strengthen your stand up attribute and raise your health.
- Submission** Strengthen your submission attribute and raise your health.
- Scouting** Spar with a training partner that matches your upcoming opponent's fighting techniques.
- Free Training** Try out techniques in a free sparring session or bang on a heavy bag at no cost.

Xbox LIVE

Xbox LIVE® is your connection to more games, more entertainment, more fun. Go to www.xbox.com/live to learn more.

ACCESS TO ONLINE FEATURES AND/OR SERVICES REQUIRES AN EA ONLINE ACCOUNT. ACCESS TO CERTAIN ONLINE AND BONUS CONTENT ALSO REQUIRES REGISTRATION WITH THE SINGLE-USE SERIAL CODE ENCLOSED WITH NEW, FULL RETAIL PURCHASE. REGISTRATION FOR CERTAIN ONLINE AND BONUS CONTENT IS LIMITED TO ONE EA ACCOUNT PER SERIAL CODE, WHICH IS NON-TRANSFERABLE ONCE USED. ADDITIONAL SERIAL CODES AVAILABLE FOR PURCHASE. EA ONLINE PRIVACY POLICY AND TERMS OF SERVICE CAN BE FOUND AT WWW.EA.COM. EA MAY PROVIDE CERTAIN INCREMENTAL CONTENT AND/OR UPDATES FOR NO ADDITIONAL CHARGE, IF AND WHEN AVAILABLE. YOU MUST BE 13+ TO REGISTER FOR AN EA ACCOUNT.

EA MAY RETIRE ONLINE FEATURES AFTER 30 DAYS NOTICE POSTED ON WWW.EA.COM/2/SERVICE-UPDATES.

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.

Play *EA SPORTS MMA* online to rack up wins, gain a high placement on the Leaderboards, and earn stripes on your belt. You begin with a white belt and can you earn your way to a black belt by battling other fighters. As you fight your way up through the ranks and knock contenders off the top spot, you can earn championship belts to represent your prowess and progress.

You can also fight your friends in a customizable online Fight Card. Go blow-for-blow with up to ten people in a series of up to four fights. If you aren't battling, you may watch the match and change your viewing angle.

With Live Broadcasts, you can watch live events that are put on by *EA SPORTS* and the *EA SPORTS MMA* community. If an event has already aired, you can skip to certain times in the event to watch the highlights.

PLAYING *EA SPORTS MMA* ON Xbox LIVE

- Quick Fight** Select your weight class and take part in a series of fights. Attempt to acquire a Strikeforce belt by racking up wins. These matches affect your rank on the Leaderboards and your stats will be tracked.
- Fight Cards** Take on the role of a Fight Promoter and set up a series of back-to-back fights. You choose your fighter for each match and may be a spectator in matches you are not fighting in. Fight Cards are not ranked and do not track stats.
- Live Broadcast** Watch a Live Broadcast of an *EA SPORTS MMA* online match. Fights that are currently ongoing are marked as being "On Air." Fights that take place at some point in the future have a countdown marking their beginning.
- My Fight Replays** Watch your most recent fight replays from online matches.
- Leaderboards** View the Top 100 players, your Leaderboard, or see how you stack up against your friends. Fight replays are also available to watch from the Leaderboards.

FIGHTER SHARE

The Fighter Share menu allows you to browse and download fighters created by the *EA SPORTS MMA* community. Create your own fighters, browse your creations, or select fighters to download and play as in the ring. Visit mma.easports.com to browse, rate, and bookmark fighters for further review.

DOWNLOAD FIGHTERS

Download fighters created by other users. Select from the Top Downloads, Most Recent, or Top Rated fighters. You may also select fighters created by your friends or delete fighters you have shared online.

MY FIGHTERS

Copy a fighter from your career to upload and share with other *EA SPORTS MMA* fans. You may also edit your previously created fighters and share them online.

CREATE A FIGHTER

Create a new fighter to play with online and in Fight Now mode.

LINKING YOUR GAMERTAG TO AN EA ACCOUNT

Once you're connected to Xbox LIVE your gamertag acts as your gamer profile, a unique on-screen player identifier separating you from the rest of the field. Your gamertag can also be linked to your EA Account enabling you to participate in message board discussions, seek technical support, view game stats, and much more.

- ▶ **If you don't have an EA Account** and have not gone online with an EA title using your gamertag, you must create an EA Account from the EA Online Account Creation screen. The information entered will link your gamertag to an EA Account (which can then be used to access any supported game features on the web (e.g., www.easports.com). Once these details have been accepted it can't be changed, so be sure to make a note of it.
- ▶ **If you already have an EA Account** created from www.ea.com but have yet to link your gamertag or gone online using your gamer profile with an EA title, you will be prompted to enter your EA Account details on the EA Online Account Creation screen. Entering your EA Account details links your gamertag to this account. Please make sure that you use the same email address used to create your online entitlement (i.e., your gamertag).
- ▶ **To link your Xbox LIVE gamertag to an EA Account or manage your EA Account on the web visit www.ea.com.** From here you can login to your EA Account or create an account if one does not exist. After you've logged in, select PERSONAS, then click LINK AN EXISTING PERSONA. Choose XBOX LIVE GAMERTAG, type your gamertag in the box provided, click SUBMIT, and then click CONTINUE. Your gamertag is now linked to your EA Account. You can also visit profile.ea.com to update your account information, retrieve lost passwords, and view currently linked Personas from the My Account screen.

NOTE: If you've already created an EA Account, your login is normally your email address.

EASPORTS.COM

Extend your *EA SPORTS MMA* experience on EASPORTS.com. Collect career stats across multiple EA SPORTS titles, build an EA SPORTS Game Face, create a highlight video with EA SPORTS Replay, participate in one of the many online communities, and much more.

- ▶ Creating an EASPORTS.com account is easy. Simply visit www.EASPORTS.com and log in using your EA Account information (email address and password).
- ▶ If you have not linked a Gamertag to your EA Account you will be prompted to do so upon logging into EASPORTS.com for the first time.

NOTE: Once an email address has been accepted it can't be changed, so be sure to make a note of this so you can use it to access game-specific features on EA web sites.

EXTRAS

Access Fight Settings, view the controls, watch saved highlights, change the in-game music, or calibrate your video settings by selecting EXTRAS from the main menu.

SETTINGS

Adjust the difficulty of the CPU, toggle the display of the HUD or blood, and change the audio settings.

CONTROLS

View the in-game controls and decide whether to use analog controls or button controls.

HIGHLIGHTS

Watch and re-watch your saved highlights from your best fights.

EA SPORTS™ TRAX

Toggle songs on the soundtrack on or off.

CREDITS

View the credits.

Xbox LIVE MARKETPLACE

Purchase or enter a code to acquire Downloadable Content.

PROMOTER BLOG

View recent news regarding the EA SPORTS MMA online community.

FAQ

Read the Frequently Asked Questions.

EA™ TERMS & CONDITIONS

Examine the EA privacy policy and Terms of Service.

VIDEO CALIBRATION

View a test pattern to aid in adjusting the brightness of your television or monitor.

COLOR CALIBRATION

View a test pattern to aid in adjusting the tint/hue of your television or monitor.

UNLOCK "CLASSIC" COUTURE

Unlock "Classic" Randy Couture by simply inviting your friends to download the demo.

LIMITED 90-DAY WARRANTY

Electronic Arts Limited Warranty

Electronic Arts warrants to the original purchaser of this product that the recording medium on which the software program(s) are recorded (the "Recording Medium") and the documentation that is included with this product (the "Manual") are free from defects in materials and workmanship for a period of 90 days from the date of purchase. If the Recording Medium or the Manual is found to be defective within 90 days from the date of purchase, Electronic Arts agrees to replace the Recording Medium or Manual free of charge upon receipt of the Recording Medium or Manual at its service center, postage paid, with proof of purchase. This warranty is limited to the Recording Medium containing the software program and the Manual that were originally provided by Electronic Arts. This warranty shall not be applicable and shall be void if, in the judgment of Electronic Arts, the defect has arisen through abuse, mistreatment or neglect.

This limited warranty is in lieu of all other warranties, whether oral or written, express or implied, including any warranty of merchantability or fitness for a particular purpose, and no other representation of any nature shall be binding on or obligate Electronic Arts. If any such warranties are incapable of exclusion, then such warranties applicable to this product, including implied warranties of merchantability and fitness for a particular purpose, are limited to the 90-day period described above. In no event will Electronic Arts be liable for any special, incidental, or consequential damages resulting from possession, use or malfunction of this Electronic Arts product, including damage to property, and to the extent permitted by law, damages for personal injury, even if Electronic Arts has been advised of the possibility of such damages. Some states do not allow limitation as to how long an implied warranty lasts and/or exclusions or limitation of incidental or consequential damages so the above limitations and/or exclusion of liability may not apply to you. In such jurisdictions, the Electronic Arts' liability shall be limited to the fullest extent permitted by law. This warranty gives you specific rights. You may also have other rights that vary from state to state.

Returns Within the 90-Day Warranty Period

Please return the product along with (1) a copy of the original sales receipt showing the date of purchase, (2) a brief description of the difficulty you are experiencing, and (3) your name, address and phone number to the address below and Electronic Arts will mail a replacement Recording Medium and/or Manual to you. If the product was damaged through misuse or accident, this 90-day warranty is rendered void and you will need to follow the instructions for returns after the 90-day warranty period. We strongly recommend that you send your products using a traceable delivery method. Electronic Arts is not responsible for products not in its possession.

EA Warranty Information

If the defect in the Recording Medium or Manual resulted from abuse, mistreatment or neglect, or if the Recording Medium or Manual is found to be defective after 90 days from the date of purchase, choose one of the following options to receive our replacement instructions:

Online: <http://warrantyinfo.ea.com>

Automated Warranty Information: You can contact our automated phone system 24 hours a day for any and all warranty questions:

US 1 (650) 628-1001

EA Warranty Mailing Address

Electronic Arts Customer Warranty
9001 N I-35 Suite 110
Austin, TX 78753

Notice

Electronic Arts reserves the right to make improvements in the product described in this manual at anytime and without notice. This manual and the product described in this manual are copyrighted. All rights reserved.

Technical Support Contact Info

E-mail and Website: For instant access to all of our technical support knowledge, please visit <http://support.ea.com>.

Telephone Support: Technical Support is also available from 8am to 5pm PST by calling us at (650) 628-1001. No hints or codes are available from (650) 628-1001.

Mailing Address: Electronic Arts Technical Support
9001 N I-35 Suite 110
Austin, TX 78753



YOU PLAYED THE GAME. NOW PLAY THE MUSIC.
EA SOUNDTRACKS AND RINGTONES
AVAILABLE AT WWW.EA.COM/EATRAX/

Package Cover Photography: Tim Mantoani

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