

Ultimate Fighting Championship FAQ

by Duo Maxwell

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Ultimate Fighting Championship for Dreamcast

FAQ V1.5 by Evan Oxfeld

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Note - If you can help me determine the Rival Stun moves for Jeremy Horn or Maurice Smith, please contact me.

Version History

1.0 - Original Release

1.1 - Added counter tackle into back mount, info on stepping
No longer a basic moves FAQ, will cover all aspects of UFC
Added Tito Ortiz moves

1.2 - Added Tim Lajcik moves
Added Mark Coleman moves

1.25 - I decided to continue working on the FAQ today :)
Fixed a formatting error (damage wasn't lined up correctly)
Added amount of damage for each move in a combo
Added Gary Goodridge moves
Added Kevin Randleman moves

1.3 - Tackles are now called shoots - Tell me if my moves are named incorrectly.
Added information about beating McCarthy Jr.
Added a secrets section and a Game Shark codes section
Added Marcus Ruas moves

1.4 - Fixed a typo
Added Bas Rutten moves
Added Maurice Smith moves

1.5 - Added Eugene Jackson moves
Added Jeremy Horn moves

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1 *INTRO*

First off, let me apologize to those waiting on updates for my Virtua Athlete FAQ. UFC has consumed all of my spare time, but I will update my Virtua Athlete FAQ soon. This FAQ no longer includes the basic moves - all moves will be included. It is now my goal to turn this FAQ into the ultimate (sorry) UFC FAQ. E-mail me with any suggestions for additions. Anways, on to the FAQ:

2 *BASIC MOVES*

The manual simply states which buttons correspond to the punches and kicks, rotating the d-pad or stick changes position, and it suggests to try hitting two buttons at once. These moves are listed for those that like me did not purchase the guide, but unlike me, don't want to spend days figuring out the moves. Please remember that all moves vary slightly depending on the style of the fighter.

Standing

- X+Y - Grab punch
- A+B - Grab kick
- X+A - Shoot
- Y+B - Shoot
- A+B - Counter a shoot with a kick to the head
- X+B - Counter shoot into back mount

Guard and Mount Positions

- X+Y - Grab punch
- X+A - Grapple/Submission
- Y+B - Grapple/Submission
- A+B - Grapple/Submission

Submission Defense

- X+Y - Counter arm and head submissions
- A+B - Counter leg submissions
- D-Pad,A+B+X+Y - Counter joint submissions

Stepping

To initiate a step, very quickly tap the d-pad.

3 *Full Movelists*

Expect all the moves when this section is completed.
The first number after each move is the amount of recoverable

damage; the second is the amount of permanent damage.

NOTE - The amount of damage is based on the last move. To find the cumulative damage, add up all moves in a combo.

3.1 - Tim Lajcik <Wrestling/Boxing>

Standing

Striking

Y - Jab	8.3,1.0
Y,Y - Jab, punch	8.3,3.1
Y,Y,Y - Jab, punch, chop	5.2,2.0
Y,X - Jab, left punch	13.6,2.0
Y,B - Jab, kick to shoulder	16.5,5.5
Y,A - Jab, kick to shin	14.3,9.9
X - Punch	13.6,1.0
X,Y - Punch, right uppercut	15.7,7.3
X,X - Punch, uppercut	10.5,5.2
X,X,Y - Punch, uppercut, left punch	12.5,6.2
X,A - Punch, kick to leg	13.2,9.9
B - Kick to chest	22.0,5.5
A - Kick to knee	9.9,6.6

Grappling

Y+B - Shoot	
X+A - Shoot	
X+A,X+A - Low shoot	
X+Y - Grab punch, move to mount top	
A+B - Grab kick, move to mount top	

Miscellaneous

X+B - Dash forwards	
Y+A - Dash backwards	

Front Step

Striking

Y - Jab	15.7,3.1
Y,X - Jab, left uppercut	14.6,6.2
X - Left hook	17.8,7.3
B - Side kick	18.7,3.3
A - Kick to knee	13.2,8.8
A,A - Kick to knee, kick to shoulder	18.7,6.6

Grappling

Y+B - Shoot	
X+A - Shoot	

Back Step

Striking

Y - Lunging punch	18.8,10.5
X - Left hook (blocking opponent staggers)	21.0,5.2
X,B - Fake left hook, roundhouse kick	15.4,11.0
B - Rising kick (stuns opponent)	22.0,1.1
A - Fade away kick	24.2,8.8

Grappling

Y+B - Lunging shoot	
X+A - Lunging shoot	

Left Step

Striking

Y - Jab	8.3,1.0
X - Left hook	17.8,7.3
B - Right roundhouse kick	23.1,7.7
A - Left roundhouse kick	25.3,4.4

Right Step

Striking

Y - Jab	8.3,1.0
X - Left hook	17.8,7.3
B - Right roundhouse kick	24.2,7.7
A - Kick to knee	19.8,14.3

Rival Stun

Striking

A - Kick to head	29.2,16.0
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Grappling

X+A - Standal chokehold
X+A, A+B - Lifting chokehold

Mount Top

Striking

Y - Right punch	33.8,19.1
Y+A - Fake right punch, right punch	35.2,22.6
X - Left punch	36.7,22.0
B - Right body punch	26.4,22.2
A - Left body punch	27.9,24.7

Grappling

Y+B - Twist left elbow joint
X+A - Twist left elbow joint
X+Y - Grab punch, flip to backmount top

Mount Bottom

Striking

Y - Right punch	22.0,14.6
X - Left punch	20.5,13.2
B - Right body punch	16.1,15.1
A - Left body punch	17.6,15.5

Grappling

Y+B - Roll into leg bar
X+A - Roll into guard top
X+Y - Grab punch, roll into guard top

Guard Top

Striking

Y - Right punch	33.8,20.1
Y,X - Fake right punch, left punch	29.3,15.7
X - Left punch	35.2,20.5
X,Y - Fake left punch, right punch	29.3,15.7
B - Right body punch	11.7,7.5
B,A - Fake right punch, left body punch	10.2,6.0
A - Left body punch	10.2,6.0
A,B - Fake left punch, right body punch	10.2,6.0

Grappling

Y+B - Leg submission
X+A - Leg submission
X+Y - Grab punch, move into mount top

Guard Bottom

Striking

Y - Right punch	24.9,11.3
X - Left punch	26.4,11.7
B - Right body punch	8.8,4.6
A - Left body punch	8.8,4.6

Grappling

Y+B - Roll into top mount
X+A - Roll into top mount
A+B - Grab head, right punch 24.1,13.6
X+Y - Grab punch, roll into mount top

Backmount Top

Striking

Y - Right punch 55.8,35.9
X - Left punch 58.7,37.7
B - Right body punch 38.2,32.9
A - Left body punch 38.2,32.9

Grappling

X+A - Choke
X+Y - Grab elbow, arm lock
Miscellaneous
X+B - Return to standing position

Backmount Bottom

Striking

Y - Right elbow 17.6,12.3
X - Left elbow 19.1,13.8

3.2 - Mark Coleman <Freestyle Wrestling>

Standing

Striking

Y - Jab 11.0,1.0
Y,Y - Jab, jab 7.0,1.0
Y,Y,X - Jab, jab, left hook 15.0,4.0
Y,Y,A - Jab, jab, kick to side 21.0,8.0
Y,X - Jab, left uppercut 15.0,5.0
X - Overhand punch 16.0,3.0
X,Y - Overhand punch, right hook 19.0,5.0
B - Kick to chest 20.0,5.0
A - Kick to knee 12.0,9.0
X+B,Y - Uppercut 16.0,8.0
X+B,X - Left hook (blocking opponent staggers) 20.0,8.0

Grappling

Y,Y,Y+B - Jab, jab, diving shoot
A,X+A - Kick to knee, diving shoot
Y+B - Shoot
X+A - Shoot
X+Y - Grab punch, move to mount top
A+B - Grab kick, move to mount top
Miscellaneous
X+B - Dash forwards
Y+A - Dash backwards

Front Step

Striking

Y - Jab 15.0,3.0
Y,X - Jab, left uppercut 15.0,5.0
X - Left hook to chest 23.0,4.0
B - Kick to shin 13.0,8.0
A - Roundhouse kick to shin 15.0,11.0

Grappling

Y+B - Shoot
X+A - Shoulder slam, move into top mount

Back Step

Striking	
Y - Lunging overhead punch	29.0,12.0
X - Uppercut (blocking opponent staggers)	16.0,6.0
X,A - Uppercut, kick to shin	9.0,6.0
B - Side kick	15.0,10.0
A - Fade away kick	22.0,8.0
Grappling	
Y+B - Lunging shoot	
X+A - Lunging shoot	
X+A,X+A - Lunging shoot	
Left Step	
Striking	
Y - Jab	8.0,1.0
X - Left hook	23.0,4.0
B - Right roundhouse kick	21.0,7.0
A - Left roundhouse kick	23.0,4.0
Right Step	
Striking	
Y - Jab	8.0,1.0
X - Left hook	23.0, 4.0
B - Right roundhouse kick	22.0.7.0
A - Kick to knee	18.0,13.0
Rival Stun	
Striking	
X+Y - Double axe handle	21.0,10.0
Grappling	
Y+B - Knees to head	45.0,20.0
X+A - Standing chokehold	
Mount Top	
Striking	
Y - Right punch	23.0,9.0
X - Left punch	25.0,11.0
B - Right body punch	18.0,14.0
A - Left body punch	19.0,16.0
Grappling	
Y+B - Choke	
Y+B,X+Y - Choke	
X+A - Twist elbow joint	
A+B - Rap knees around head, roll into arm bar	
X+Y - Grab punch, flip to backmount top	
Mount Bottom	
Striking	
Y - Right punch	15.0,8.0
X - Left punch	14.0,7.0
B - Right body punch	11.0,10.0
A - Left body punch	12.0,10.0
Grappling	
Y+B - Roll into guard top	
X+A - Roll into guard top	
A+B - Duck, roll into guard top	
X+Y - Grab punch, roll into guard top	
Guard Top	
Striking	
Y - Right punch	23.0,10.0

Y,X - Fake right punch, left punch	20.0,7.0
X - Left punch	24.0,10.0
X,Y - Fake left punch, right punch	20.0,7.0
B - Right body punch	8.0,4.0
B,A - Fake right punch, left body punch	7.0,3.0
A - Left body punch	7.0,3.0
A,B - Fake left punch, right body punch	7.0,3.0

Grappling

Y+B - Lean over, choke	
X+A - Leg submission	
X+Y - Grab punch, move into mount top	

Guard Bottom

Striking

Y - Right punch	17.0,4.0
X - Left punch	18.0,4.0
B - Right body punch	6.0,2.0
A - Left body punch	6.0,2.0

Grappling

Y+B - Roll into leg bar	
X+A - Roll into top mount	
A+B - Grab head, right punch	23.0,13.0
X+Y - Grab punch, roll into mount top	

Backmount Top

Striking

Y - Right punch	38.0,19.0
X - Left punch	40.0,20.0
B - Right body punch	26.0,21.0
A - Left body punch	26.0,21.0

Grappling

Y+B - Roll into arm bar	
X+Y - Twist right elbow joint	
X+A - Choke	
Miscellaneous	
X+B - Return to standing position	

Backmount Bottom

Striking

Y - Right elbow	12.0,7.0
X - Left elbow	13.0,8.0

3.3 - Gary Goodridge <Freestyle>

Standing

Striking

Y - Jab	11.2,3.0
Y,X - Jab, left sucker punch	14.2,7.1
Y,X,A - Jab, left sucker punch, kick to arm	21.0,11.0
Y,X,Y - Jab, sucker punch, right hook	22.4,5.0
Y,X,Y,X - Jab, punch, right hook, left hook	30.5,6.1
X - Jab	15.2,3.0
X,Y - Jab, right jab	7.1,3.0
X,Y,X - Jab, right jab, left uppercut	18.3,4.0
B - Kick to chest	19.0,9.0
A - Kick to shin	10.0,7.0

Grappling

Y+B - Shoot	
X+A - Shoot	
X+Y - Grab punch, move to mount top	

A+B - Grab kick, move to mount top

Front Step

Striking

Y - Hard right punch 22.4,7.1
Y,X - Hard right punch, hard left punch 26.5,8.1
X - Sucker punch 14.2,7.1
X,Y - Sucker punch, right hook 23.4,6.1
B - Kick to shin 12.0,7.0
A - Kick to chest 25.0,5.0

Grappling

Y+B - Shoot
X+A - Grab head, left hook 30.0,15.0

Back Step

Striking

Y - Right hook 18.3,3.0
Y,X - Right hook, left overhand punch 29.5,15.2
X - Left overhand punch 28.5,11.2
X,Y - Left overhand punch, right uppercut 15.2,3.0
X,A - Uppercut, kick to shin 12.0,9.0
B - Kick to knee 11.0,8.0
A - Side kick 16.0,4.0

Grappling

Y+B - Lunging shoot
X+A - Lunge forwards, grab head, left hook 25.0,9.0

Left Step

Striking

Y - Jab 8.1,1.0
X - Sucker punch 14.2,7.1
B - Right roundhouse kick 21.0,7.0
A - Left roundhouse kick 23.0,4.0

Right Step

Striking

Y - Jab 8.1,1.0
X - Sucker punch 14.2,7.1
B - Right roundhouse kick 22.0,7.0
A - Kick to shin 18.0,13.0

Rival Stun

Grappling

X+A - Standing chokehold

Mount Top

Striking

Y - Right punch 15.2,12.2
Y,Y - Right punch, right axe handle 24.4,20.3
Y,X - Right punch, left punch 18.3,15.2
Y,X,Y - Right punch, left punch, right punch 13.2,10.1
X - Left punch 25.5,11.2
X,X - Left punch, slap 15.2,5.0
X,X,X - Left punch, slap, left punch 24.4,9.1
X+Y - Double axe handle 28.5,23.4
B - Right body punch 18.3,14.2
A - Left body punch 19.3,16.3

Grappling

Y+B - Choke
X+A - Grab opponent, right punch to head 36.0,26.0

Mount Bottom

Striking

Y - Right punch	17.3,8.1
X - Left punch	16.3,8.1
B - Right body punch	11.2,10.1
A - Left body punch	12.2,10.1

Grappling

Y+B - Roll into guard top	
X+A - Roll into guard top	
X+Y - Grab punch, roll into guard top	

Guard Top

Striking

Y - Right punch	25.5,12.2
Y,Y - Right punch, quick punch	18.3,8.1
Y,Y,Y - Right punch, quick punch, quick punch	15.2,4.0
X - Left punch	24.4,10.1
X,X - Left punch, slap	15.2,2.0
B - Right body punch	8.1,4.0
B,A - Fake right punch, left body punch	7.1,3.0
A - Left body punch	7.1,3.0
A,B - Fake left punch, right body punch	7.1,3.0

Grappling

Y+B - Lean over, choke	
X+A - Grab opponent, right punch to head	30.0,20.0
X+Y - Grab punch, right punch to head	30.0,25.0

Guard Bottom

Striking

Y - Right punch	18.3,9.1
Y,Y - Right punch, right punch	5.0,3.0
Y,X - Right punch, left punch	15.2,8.1
X - Left punch	16.3,8.1
X,Y - Left punch, right punch	16.3,8.1
X,X - Left punch, left punch	5.0,3.0
B - Right body punch	6.1,2.0
A - Left body punch	6.1,2.0

Grappling

Y+B - Roll into mount top	
X+A - Roll into mount top	
A+B - Grab head, right punch	23.0,13.0
X+Y - Grab punch, roll into mount top	

Backmount Top

Striking

Y - Right elbow	27.6,16.3
Y,Y - Right elbow, right elbow	25.5,10.1
Y,Y,Y - Right elbow, right elbow, right elbow	23.4,7.1
X - Left punch	40.7,20.3
B - Right body punch	26.5,21.4
A - Left body punch	26.5,21.4

Grappling

Y+B - Grab right arm, punch to shoulder	45.0,34.0
X+A - Armbar and elbows to the head	

Miscellaneous

X+B - Return to standing position	
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Backmount Bottom

Striking

Y - Right elbow	12.2,7.1
X - Left elbow	13.2,8.1

3.4 - Jeremy Horn <Freestyle Jui-Jitsu>

Standing

Striking

Y - Jab	8.1,1.0
Y,Y - Jab, jab	8.1,1.0
Y,Y,A - Jab, jab, kick to leg	10.0,7.0
Y,X - Jab, left punch	13.3,2.0
Y,A - Jab, knee to chest	22.0,9.0
X - Left hook	13.2,3.0
X,Y - Hook, spin, punch (blocking opp. staggers)	17.3,4.0
B - Kick to chest	23.0,6.0
B,B - Kick to chest, kick to chest	23.0,6.0
A - Kick to knee	7.0,5.0

Grappling

Y+B - Shoot	
X+A - Shoot	
X+Y - Grab punch, move to mount top	
A+B - Grab kick, move to mount top	

Miscellaneous

X+B - Dash forwards	
Y+A - Dash backwards	

Front Step

Striking

Y - Duck, punch	15.2,7.1
Y,X - Duck, punch, left hook	18.3,9.1
Y,X,B - Duck, punch, left hook, kick to head	26.0,9.0
X - Left uppercut	30.5,15.2
B - Kick to knee	11.0,8.0
B,X - Kick to knee, overhand punch	11.2,3.0
B,X,Y - Kick to knee, punch, right hook	13.2,4.0
B,X,Y,X - Kick to knee, punch, hook, left hook	15.2,5.0
A - Kick to chest	21.0,6.0

Grappling

X+Y - Fake wheel kick, roll into leg submission	
Y+B - Hard shoot	
X+A - Hard shoot	
A+B - Grab kick (use if opponent misses kick)	

Back Step

Striking

Y - Right uppercut	30.5,5.0
Y,X - Uppercut, left punch	20.3,7.1
Y,X,Y - Uppercut, left punch, right hook	Fade away
X - Punch	18.3,4.0
X,Y - Punch, right punch	13.2,4.0
X,Y,X - Punch, right punch, left punch	18.3,4.0
B - Hesitate, kick to leg	23.0,18.0
A - Lunging kick to shoulder	20.0,9.0

Grappling

B,Y+B - Leg sweep takedown	
Y+B - Lunging shoot	
X+A - Lunging shoot	

Left Step

Striking

Y - Jab	8.1,1.0
X - Uppercut	30.5,15.2
B - Roundhouse kick to shoulder	21.0,7.0
A - Roundhouse kick to head	23.0,4.0
Right Step	
Striking	
Y - Jab	8.1,1.0
X - Uppercut	30.5,15.2
B - Roundhouse kick to shoulder	22.0,7.0
A - Kick to knee	18.0,13.0
Rival Stun	
Striking	
Y - ?	
X - ?	
A - ?	
Grappling	
X+A - ?	
Mount Top	
Striking	
Y - Right punch	23.4,9.1
X - Left punch	25.5,11.2
B - Right body punch	18.3,14.2
A - Left body punch	19.3,16.3
Grappling	
Y+B - Twist left elbow joint	
X+A - Twist left elbow joint	
X+Y - Grab punch, flip to backmount top	
Mount Bottom	
Striking	
Y - Right punch	15.2,8.1
X - Left punch	14.2,7.1
B - Right body punch	11.2,10.1
A - Left body punch	12.2,10.1
Grappling	
Y+B - Roll into guard top	
X+A - Roll into guard top	
X+Y - Grab punch, roll into guard top	
Guard Top	
Striking	
Y - Right punch	23.4,10.1
Y,X - Fake right punch, left punch	20.3,7.1
X - Left punch	24.4,10.1
X,Y - Fake left punch, right punch	20.3,7.1
B - Right body punch	8.1,4.0
B,A - Fake right punch, left body punch	7.1,3.0
A - Left body punch	7.1,3.0
A,B - Fake left punch, right body punch	7.1,3.0
Grappling	
Y+B - Leg submission	
X+A - Leg bar	
X+Y - Grab punch, move into mount top	
Guard Bottom	
Striking	
Y - Right punch	17.3,4.0

X - Left punch	18.3,4.0
B - Right body punch	6.1,2.0
A - Left body punch	6.1,2.0
Grappling	
Y+B - Arm submission	
X+A - Arm submission	
A+B - Grab head, right punch	23.0,13.0
X+Y - Grab punch, roll into mount top	

Backmount Top

Striking

Y - Right punch	38.7,19.3
X - Left punch	40.7,20.3
B - Right body punch	26.5,21.4
A - Left body punch	26.5,21.4

Grappling

X+A - Choke

Miscellaneous

X+B - Return to standing position

Backmount Bottom

Striking

Y - Right elbow	12.2,7.1
X - Left elbow	13.2,8.1

3.5 - Tsuyoshi Kosaka

Coming Soon

3.6 - Guy Mezger

Coming Soon

3.7 - Pat Miletich

Coming Soon

3.8 - Tito Ortiz <Submission Fighting>

Standing

Striking

Y - Jab	9.9,2.2
Y,Y - Jab, jab	9.9,2.2
Y,Y,X - Jab, jab, left punch	14.4,3.3
Y,Y,X,Y - Jab, jab, left, punch to ribs	18.8,7.7
Y,Y,X,X - Jab, jab, left, hard left to ribs	22.2,7.7
Y,X - Jab, left jab	15.5,2.2
Y,X,Y - Jab, left jab, right uppercut	18.8,8.8
Y,X,A - Jab, left jab, left knee	12.1,11.0
X - Punch	15.5,3.3
X,Y - Punch, right punch	16.6,3.3
X,Y,B - Punch, right punch, kick to chest	19.8,4.4
X,Y,B,A - Punch, right punch, kick, hard knee	25.3,8.8
X,X - Left punch, left uppercut	17.7,5.5
B - Right kick to knee	11.0,7.7
A - Left kick to chest	16.5,5.5

Grappling

Y+B - Shoot

X+A - Shoot

X+Y - Grab punch, move to mount top

A+B - Grab kick, move to mount top

Miscellaneous

X+B - Dash forwards

Y+A - Dash backwards

Front Step

Striking

Y - Punch	9.9,2.2
Y,A - Punch, kick to shoulder	20.8,6.6
X - Left uppercut	14.4,5.5
B - Side kick	18.7,4.4
A - Kick to shoulder	22.0,3.3

Grappling

Y+B - Hard shoot	
X+A - Hard shoot	
A+B - Grab kick (use if opponent misses kick)	

Back Step

Striking

Y - Hard uppercut	25.5,7.7
X - Hard left punch	25.5,7.7
B - Fade away kick	19.8,5.5
A - Kick to head	17.6,4.4

Grappling

Y+B - Lunging shoot	
X+A - Lunging shoot	

Left Step

Striking

Y - Chop	23.3,15.5
X - Spinning Punch (blocking opponent staggers)	29.9,12.2
B - Hard right kick	31.9,15.4
A - Hard left knee	26.4,14.3

Right Step

Striking

Y - Hard right punch	22.2,11.1
X - Fake left punch, right punch	28.8,14.4
B - Hard right knee	25.3,14.3
A - Roundhouse kick	33.0,7.7

Rival Stun

Grappling

X+A - Standing chokehold	
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Mount Top

Striking

Y - Right punch	16.6,5.5
Y,Y - Right punch, right punch	25.5,11.1
X - Left punch	23.3,11.1
X,X - Left punch, slap	15.5,4.4
X,X,X - Left punch, slap, left punch	23.3,9.9
B - Right body punch	19.9,15.5
A - Left body punch	21.0,17.7

Grappling

Y+B - Twist left elbow joint	
X+A - Twist left elbow joint	
X+Y - Grab punch, flip to backmount top	

Mount Bottom

Striking

Y - Right punch	18.8,8.8
X - Left punch	18.7,8.8

B - Right body punch	12.2,11.1
A - Left body punch	13.3,11.1
Grappling	
Y+B - Roll into guard top	
X+A - Roll into guard top	
X+Y - Grab punch, roll into guard top	
Guard Top	
Striking	
Y - Right punch	22.2,8.8
Y,Y - Right punch, right punch	21.0,6.6
X - Left punch	15.5,2.2
X,X - Left punch, slap	15.5,2.2
X,X,X - Left punch, slap, left punch	19.9,6.6
B - Right body punch	8.8,4.4
B,A - Fake right punch, left body punch	7.7,3.3
A - Left body punch	7.7,3.3
A,B - Fake left punch, right body punch	7.7,3.3
Grappling	
Y+B - Leg bar	
X+A - Leg bar	
X+Y - Grab punch, move into mount top	
Guard Bottom	
Striking	
Y - Right punch	19.9,9.9
Y,Y - Right punch, right punch	5.5,3.3
Y,X - Right punch, left punch	16.6,8.8
X - Left punch	17.7,8.8
X,Y - Left punch, right punch	17.7,8.8
X,X - Left punch, left punch	5.5,3.3
B - Right body punch	6.6,2.2
A - Left body punch	6.6,2.2
Grappling	
Y+B - Roll into top mount	
X+A - Roll into top mount	
A+B - Grab head, right punch	25.3,14.3
X+Y - Grab punch, roll into mount top	
Backmount Top	
Striking	
Y - Punch	29.9,17.7
Y,Y - Punch, punch	27.7,11.1
Y,Y,Y - Punch, punch, punch	25.5,7.7
Y,Y,X - Punch, punch, left punch	21.0,6.6
Y,Y,X,Y - Punch, punch, left punch, right punch	27.7,9.9
Y,Y,X,X - Punch, punch, left punch, left punch	28.8,9.9
Y,X - Punch, left elbow	11.1,4.4
Y,X,Y - Punch, left elbow, punch	22.2,11.1
Y,X,Y,Y - Punch, left elbow, punch, punch	11.1,4.4
Y,X,X - Punch, left elbow, left punch	27.7,6.6
X - Left punch	26.6,15.5
X,Y - Left punch, right punch	16.6,8.8
X,Y,X - Left punch, right punch, left punch	22.2,8.8
X,X - Left punch, left punch	19.9,6.6
X,X,Y - Left punch, left punch, right punch	15.5,11.1
X,X,X - Left punch, left punch, left punch	16.6,2.2
B - Right body punch	28.8,23.3
A - Left body punch	28.8,23.3
Grappling	

X+A - Roll onto back, choke
Miscellaneous
X+B - Return to standing position

Backmount Bottom

Striking

Y - Right elbow 13.3,7.7
X - Left elbow 14.4,8.8

3.9 - Kevin Randleman <Wrestling>

Standing

Striking

Y - Jab 8.0,1.0
Y,Y - Jab, jab 7.0,0.0
Y,Y,A - Jab, jab, kick to knee 14.0,10.0
Y,X - Jab, left punch 15.0,2.0
Y,X,B - Jab, left punch, kick to leg 14.0,10.0
Y,A - Jab, kick to head 21.0,3.0
X - Punch 15.0,2.0
X,Y - Punch, right uppercut 16.0,4.0
X,Y,X - Punch, right uppercut, left hook 15.0,1.0
B - Kick to shoulder 13.0,0.0
B,B - Kick to shoulder, kick to shoulder 15.0,2.0
B,B,B - Kick, kick, roundhouse kick to head 18.0,5.0
A - Kick to knee 14.0,11.0
A,B - Kick to knee, kick to shoulder 19.0,5.0

Grappling

Y+B - Shoot
X+A - Shoot
X+Y - Grab punch, move to mount top
A+B - Grab kick, move to mount top

Miscellaneous

X+B - Dash forwards
Y+A - Dash backwards

Front Step

Striking

Y - Punch 10.0,3.0
Y,B - Punch, kick to shoulder 12.0,4.0
Y,A - Punch, kick to knee 10.0,8.0
X - Left hook 18.0,6.0
X,Y - Left hook, right hook 15.0,3.0
X,A - Left hook, knee to chest 23.0,8.0
B - Side kick 17.0,3.0
A - Roundhouse kick to head 24.0,6.0
A,B - Roundhouse kick to head, side kick 20.0,10.0

Grappling

Y+B - Hard shoot
X+A - Grab head, left hook 30.0,15.0

Back Step

Striking

Y - Fake left uppercut, right uppercut 14.0,7.0
X - Lunging punch 16.0,3.0
X,Y - Lunging punch, right hook 9.0,0.0
B - Side kick 15.0,10.0
A - Fade away kick 22.0,8.0

Grappling

Y+B - Lunging shoot

X+A - Lunging shoot

Left Step

Striking

Y - Jab	8.0,1.0
X - Left hook	18.0,6.0
B - Roundhouse kick to shoulder	21.0,7.0
A - Roundhouse kick to head	23.0,4.0

Right Step

Striking

Y - Jab	8.0,1.0
X - Left hook	18.0,6.0
B - Roundhouse kick to shoulder	22.0,7.0
A - Kick to knee	18.0,13.0

Rival Stun

Grappling

X+A - Standing chokehold

Mount Top

Striking

Y - Right punch	17.0,6.0
Y,Y - Right punch, right punch	19.0,6.0
Y,Y,Y - Right punch, right punch, quick punch	15.0,4.0
X - Left punch	25.0,11.0
X,X - Left punch, slap	15.0,5.0
X,X,X - Left punch, slap, left punch	24.0,9.0
B - Right body punch	18.0,14.0
A - Left body punch	19.0,16.0
X+Y - Double axe handle	30.0,15.0

Grappling

Y+B - Twist left elbow joint	
X+A - Grab opponent, left punch to head	33.0,17.0

Mount Bottom

Striking

Y - Right punch	15.0,8.0
X - Left punch	14.0,7.0
B - Right body punch	11.0,10.0
A - Left body punch	12.0,10.0

Grappling

Y+B - Roll into guard top	
X+A - Roll into guard top	
X+Y - Grab punch, roll into guard top	

Guard Top

Striking

Y - Right punch	18.0,6.0
Y,Y - Right punch, right punch	18.0,8.0
Y,Y,Y - Right punch, right punch, quick punch	15.0,4.0
X - Left punch	24.0,10.0
X,Y - Fake left punch, right punch	20.0,7.0
X,X - Left punch, slap	15.0,2.0
X,X,X - Left punch, slap, left punch	21.0,7.0
B - Right body punch	8.0,4.0
B,A - Fake right punch, left body punch	7.0,3.0
A - Left body punch	7.0,3.0
A,B - Fake left punch, right body punch	7.0,3.0
X+Y - Double axe handle	25.0,10.0

Grappling
Y+B - Leg bar
X+A - Leg bar

Guard Bottom

Striking

Y - Right punch 17.0,4.0
X - Left punch 18.0,4.0
B - Right body punch 6.0,2.0
A - Left body punch 6.0,2.0

Grappling

Y+B - Roll into top mount
X+A - Roll into top mount
A+B - Grab head, right punch 23.0,13.0
X+Y - Grab punch, roll into mount top

Backmount Top

Striking

Y - Right punch 38.0,19.0
X - Left punch 40.0,20.0
B - Right body punch 26.0,21.0
A - Left body punch 26.0,21.0
X+Y - Double axe handle 40.0,20.0

Grappling

X+A - Choke

Miscellaneous

X+B - Return to standing position

Backmount Bottom

Striking

Y - Right elbow 12.0,7.0
X - Left elbow 13.0,8.0

3.10 - Marco Ruas <Ruas Vale Tudo>

Standing

Striking

Y - Jab 14.0,4.0
Y,Y - Jab, jab 12.0,2.0
Y,Y,X - Jab, jab, left hook 21.0,4.0
Y,Y,X,Y - Jab, jab, left hook, right punch 14.0,1.0
Y,A - Jab, kick to shoulder 21.7,6.9
X - Punch 19.0,3.0
X,Y - Punch, right punch 18.0,5.0
X,Y,B - Punch, right punch, kick to chest 16.8,4.9
X,Y,X - Punch, right punch, left punch 17.0,5.0
X,Y,X,B - Punch, punch, punch, kick to chest 13.8,3.9
X,X - Punch, jab 8.0,1.0
B - Kick to knee 10.8,7.9
B,Y - Kick to knee, right jab 13.0,2.0
B,Y,X - Kick to knee, jab, left hook 17.0,4.0
A - Kick to knee 8.9,5.9

Grappling

Y+B - Shoot

X+A - Shoot

X+Y - Grab punch, move to mount top

A+B - Grab kick, move to mount top

Miscellaneous

X+B - Dash forwards

Y+A - Dash backwards

Front Step

Striking

Y - Jab	15.0,4.0
Y,X - Jab, left uppercut	20.0,4.0
X - Overhand punch	15.0,3.0
X,Y - Overhand punch, right uppercut	10.0,3.0
B - Side kick	16.8,2.9
A - Knee to shoulder	20.7,5.9

Grappling

Y+B - Shoot	
X+A - Shoot	

Back Step

Striking

Y - Lunging punch	13.0,6.0
X - Fade away punch	20.0,4.0
B - Lunging kick to head	24.7,9.8
A - Fade away kick	21.7,7.9

Grappling

Y+B - Lunging shoot	
X+A - Lunging shoot	

Left Step

Striking

Y - Jab	8.0,1.0
X - Overhand punch	15.0,3.0
B - Roundhouse kick to shoulder	20.7,6.9
A - Roundhouse kick to head	22.7,3.9

Right Step

Striking

Y - Jab	8.0,1.0
X - Overhand punch	15.0,3.0
B - Roundhouse kick to shoulder	21.7,6.9
A - Kick to knee	17.8,12.8

Rival Stun

Striking

B - Kick to head	18.8,6.9
A - Kick to head	22.7,6.9

Grappling

X+A - Standing chokehold	
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Mount Top

Striking

Y - Right punch	17.0,9.0
Y,X - Right punch, left punch	11.0,6.0
X - Left punch	25.0,11.0
B - Right body punch	18.0,14.0
A - Left overhand body punch	17.0,9.0
A,B - Left overhand body punch, right body punch	11.0,6.0

Grappling

Y+B - Twist left elbow joint	
X+A - Twist left elbow joint	
X+Y - Grab punch, flip to backmount top	

Mount Bottom

Striking

Y - Right punch	15.0,8.0
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X - Left punch	14.0,7.0
B - Right body punch	11.0,10.0
A - Left body punch	12.0,10.0
Grappling	
Y+B - Roll into guard top	
X+A - Roll into guard top	
X+Y - Grab punch, roll into guard top	
Guard Top	
Striking	
Y - Right punch	23.0,10.0
Y,X - Fake right punch, left punch	20.0,7.0
X - Left punch	24.0,10.0
X,Y - Fake left punch, right punch	20.0,7.0
B - Right body punch	8.0,4.0
B,A - Fake right punch, left body punch	7.0,3.0
A - Left body punch	7.0,3.0
A,B - Fake left punch, right body punch	7.0,3.0
Grappling	
Y+B - Leg submission	
X+A - Leg bar	
X+Y - Grab punch, move into mount top	
Guard Bottom	
Striking	
Y - Right punch	17.0,4.0
X - Left punch	18.0,4.0
B - Right body punch	6.0,2.0
A - Left body punch	6.0,2.0
Grappling	
Y+B - Arm bar	
X+A - Arm submission	
A+B - Grab head, right punch	22.7,12.8
X+Y - Grab punch, roll into mount top	
Backmount Top	
Striking	
Y - Right punch	38.0,19.0
X - Left punch	40.0,20.0
B - Right body punch	26.0,21.0
A - Left body punch	26.0,21.0
Grappling	
X+A - Choke	
Miscellaneous	
X+B - Return to standing position	
Backmount Bottom	
Striking	
Y - Right elbow	12.0,7.0
X - Left elbow	13.0,8.0
3.11 - Bas Rutten <Submission Fighting>	
Standing	
Striking	
Y - Jab	6.9,1.9
Y,X - Jab, left jab	11.8,2.9
Y,X,Y - Jab, left jab, right hook	19.7,3.9
Y,X,A - Jab, left jab, kick to shoulder	20.7,9.8
Y,A - Jab, kick to knee	13.8,9.8

X - Jab	10.8,2.9
X,Y - Jab, right hook	21.7,10.8
X,X - Jab, jab	14.8,2.9
X,A - Jab, knee to chest	21.7,8.9
X,A,A - Jab, knee to head	25.7,12.8
B - Side kick to shoulder	14.8,4.9
B,B - Fake kick, side kick to chest	24.7,6.9
A - Kick to leg	17.8,3.9
Grappling	
X,Y,Y+B - Jab, right hook, shoot	
Y+B - Shoot	
X+A - Shoot	
X+Y - Grab punch, move to mount top	
A+B - Grab kick, move to mount top	
Front Step	
Striking	
Y - Right hook	13.8,6.9
Y,A - Right hook, kick to shoulder	16.8,0.0
X - Sucker punch	13.8,6.9
B - Kick to head	25.7,3.9
B,B - Kick to head, knee to chest	7.9,6.9
A - Roundhouse kick	27.7,4.9
Grappling	
Y+B - Grab opponent, knee to head	44.5,24.7
X+A - Shoot	
Back Step	
Striking	
Y - Uppercut	19.7,2.9
X - Lunging punch	18.8,2.9
X,Y - Lunging punch, right punch	4.9,0.9
X,Y,X - Lunging punch, punch, punch	17.8,3.9
B - Lunging kick to leg	14.8,10.8
B,A - Lunging kick, kick to chest	17.8,8.9
A - Kick to chest	17.8,8.9
Grappling	
Y+B - Lunging shoot	
X+A - Lunging shoot	
Left Step	
Striking	
Y - Jab	7.9,0.9
X - Lunging left hook	13.8,6.9
B - Roundhouse kick to shoulder	20.7,6.9
A - Roundhouse kick to head	22.7,3.9
Right Step	
Striking	
Y - Jab	7.9,0.9
X - Lunging left hook	13.8,6.9
B - Roundhouse kick to shoulder	21.7,6.9
A - Kick to knee	17.8,12.8
Rival Stun	
Striking	
X - Jab	12.8,4.9
X,Y - Jab, right jab	8.9,1.9
X,Y,X - Jab, right jab, left jab	12.8,4.9
X,Y,X,Y - Jab, right jab, left jab, right jab	12.8,4.9

Grappling

X+A - Standing chokehold

Mount Top

Striking

Y - Right punch 14.8,11.8

Y,X - Right punch, left punch 17.8,14.8

Y,X,Y - Right punch, left punch, right punch 12.8,9.8

X - Left punch 24.7,10.8

B - Right body punch 17.8,13.8

A - Left overhand body punch 18.8,15.8

Grappling

Y+B - Twist left elbow joint

X+A - Twist left elbow joint

Mount Bottom

Striking

Y - Right punch 14.8,7.9

X - Left punch 13.8,6.9

B - Right body punch 10.8,9.8

A - Left body punch 11.8,9.8

Grappling

Y+B - Roll into guard top

X+A - Roll into guard top

X+Y - Grab punch, roll into guard top

Guard Top

Striking

Y - Right punch 22.7,9.8

Y,X - Fake right punch, left punch 19.7,6.9

X - Left punch 23.8,9.8

X,Y - Fake left punch, right punch 19.7,6.9

B - Right body punch 7.9,3.9

B,A - Fake right punch, left body punch 6.9,2.9

A - Left body punch 6.9,2.9

A,B - Fake left punch, right body punch 6.9,2.9

Grappling

Y+B - Leg submission

X+A - Ankle lock

X+Y - Grab punch, move into mount top

Guard Bottom

Striking

Y - Right punch 6.8,3.9

X - Left punch 17.8,3.9

B - Right body punch 5.9,1.9

A - Left body punch 5.9,1.9

Grappling

Y+B - Roll into mount top

X+A - Roll into mount top

A+B - Grab head, right punch 22.7,12.8

X+Y - Grab punch, roll into mount top

Backmount Top

Striking

Y - Right punch 37.6,18.8

X - Left punch 39.5,19.7

B - Right body punch 25.7,20.7

A - Left body punch 25.7,20.7

Grappling

X+A - Choke
Miscellaneous
X+B - Return to standing position

Backmount Bottom

Striking

Y - Right elbow 11.8,6.9
X - Left elbow 12.8,7.9

3.12 - Pedro Rizzo

Coming Soon

3.13 - Andre Roberts

Coming Soon

3.14 - Frank Shamrock

Coming Soon

3.15 - Maurice Smith <Kickboxing/Grappling>

Standing

Striking

Y - Jab 7.3,1.0
Y,Y - Jab, jab 6.2,2.0
Y,Y,Y - Jab, jab, chop 4.1,1.0
Y,Y,A - Jab, jab, kick to knee 17.6,13.2
Y,X - Jab, left punch 10.5,2.0
Y,A - Jab, kick to leg 15.4,9.9
X - Punch 13.6,3.1
X,Y - Punch, right uppercut 15.7,3.1
X,Y,X - Punch, uppercut, left punch 11.5,3.1
X,Y,X,A - Punch, uppercut, punch, kick to head 35.2,7.7
X,X - Punch, hard punch 29.3,6.2
X,A - Punch, kick to leg 15.4,11.0
B - Kick to leg 13.2,9.9
B,B - Kick to leg, quick kick to leg 8.8,7.7
A - Kick to leg 15.4,12.1
A,A - Kick to leg, kick to head 27.5,5.5

Grappling

Y+B - Shoot
X+A - Shoot
X+Y - Grab punch, move to mount top
A+B - Grab kick, move to mount top
Miscellaneous
X+B - Dash forwards
Y+A - Dash backwards

Front Step

Striking

Y - Right hook 21.0,5.2
Y,X - Right hook, left uppercut 16.7,8.3
X - Sucker punch 15.7,6.2
X,Y - Sucker punch, right punch 16.7,5.2
B - Side kick 18.7,3.3
A - Kick to chest 23.1,6.6
Grappling
Y+B - Grab opponent, knee to head 47.2,26.2
X+A - Grab opponent, left hook to head 31.4,15.7

Back Step

Striking

Y - Punch 18.8,4.1

Y,X - Punch, left jab	5.2,2.0
X - Lunging punch	14.6,5.2
B - Kick to head	37.4,5.5
B,B - Kick to head, kick to head	18.7,4.4
A - Kick to shoulder	33.0,6.6
Grappling	
Y+B - Lunging shoot	
X+A - Lunging shoot	
Left Step	
Striking	
Y - Jab	13.6,3.1
X - Punch	16.7,5.2
X,A - Punch, kick to head	31.9,6.6
B - Roundhouse kick to shoulder	23.1,7.7
A - Roundhouse kick to head	25.3,4.4
Right Step	
Striking	
Y - Jab	13.6,3.1
Y,B - Jab, kick to head	29.7,6.6
X - Punch	16.7,5.2
B - Roundhouse kick to shoulder	24.2,7.7
A - Kick to knee	19.8,14.3
Rival Stun	
Striking	
Y - ?	
X - ?	
A - ?	
Grappling	
X+A - ?	
Y+B - ?	
Mount Top	
Striking	
Y - Right punch	24.1,9.4
X - Left punch	26.2,11.5
B - Right body punch	18.8,14.6
A - Left overhand body punch	19.9,16.7
Grappling	
Y+B - Twist left elbow joint	
X+A - Arm submission	
Mount Bottom	
Striking	
Y - Right punch	15.7,8.3
X - Left punch	14.6,7.3
B - Right body punch	11.5,10.5
A - Left body punch	12.5,10.5
Grappling	
Y+B - Roll into guard top	
X+A - Roll into guard top	
X+Y - Grab punch, roll into guard top	
Guard Top	
Striking	
Y - Right punch	24.1,10.5
Y,X - Fake right punch, left punch	21.0,7.3
X - Left punch	25.1,10.5

X,Y - Fake left punch, right punch	21.0,7.3
B - Right body punch	8.3,4.1
B,A - Fake right punch, left body punch	7.3,3.1
A - Left body punch	7.3,3.1
A,B - Fake left punch, right body punch	7.3,3.1
Grappling	
Y+B - Leg submission	
X+A - Leg submission	
X+Y - Grab punch, move into mount top	
Guard Bottom	
Striking	
Y - Right punch	17.8,4.1
X - Left punch	18.8,4.1
B - Right body punch	6.2,2.0
A - Left body punch	6.2,2.0
Grappling	
Y+B - Roll into mount top	
X+A - Grab and hold arms	
A+B - Grab head, right punch	24.1,13.6
X+Y - Grab punch, roll into top mount	
Backmount Top	
Striking	
Y - Right punch	39.8,19.9
X - Left punch	42.0,21.0
B - Right body punch	27.2,22.0
A - Left body punch	27.2,22.0
Grappling	
X+A - Choke	
Miscellaneous	
X+B - Return to standing position	
Backmount Bottom	
Striking	
Y - Right elbow	12.5,7.3
X - Left elbow	13.6,8.3
3.16 - Ron Waterman	
Coming Soon	
3.17 - Pete Williams	
Coming Soon	
3.18 - Mikey Burnett	
Coming Soon	
3.19 - Matt Hughes	
Coming Soon	
3.20 - Eugene Jackson <Freestyle>	
Standing	
Striking	
Y - Jab	7.9,1.9
Y,Y - Jab, jab	6.9,1.9
Y,X - Jab, left hook	22.7,5.9
Y,X,Y - Jab, left hook, right overhand punch	17.8,4.9
Y,B - Jab, kick to leg	14.2,3.5
Y,A - Jab, kick to chest	16.0,3.5
X - Left hook	17.8,3.9
X,Y - Left hook, right hook	20.7,3.9
X,Y,X - Left hook, right hook, left hook	30.6,5.9

B - Kick to knee	9.7,7.1
A - Kick to shin	7.1,5.3
A,X - Kick to shin, punch	16.8,3.9
A,X,Y - Kick to shin, punch, right uppercut	20.7,4.9
Grappling	
Y+B - Shoot	
X+A - Shoot	
X+Y - Grab left punch, punch	33.8,17.7
X+Y - Grab right punch, punch	35.5,17.7
A+B - Grab kick, move to mount top	
Miscellaneous	
X+B - Dash forwards	
Y+A - Dash backwards	
Front Step	
Striking	
Y - Uppercut	13.8,6.9
Y,X - Uppercut, left uppercut	24.7,11.8
X - Left hook	15.8,3.9
X,Y - Left hook, right hook	21.7,4.9
B - Kick to shin	8.8,6.2
A - Kick to leg	12.4,9.7
Grappling	
Y+B - Shoot	
X+A - Grab opponent, left hook to head	26.6,17.7
Back Step	
Striking	
Y - Lunging left hook	27.7,5.9
X - Lunging punch	15.8,3.9
X,Y - Lunging punch, right uppercut	14.8,3.9
X,Y,X - Lunging punch, right uppercut, punch	22.7,11.8
B - Kick to knee	13.3,8.8
A - Kick to shoulder	16.9,8.8
Grappling	
Y+B - Lunging shoot	
X+A - Lunge, grab head, left hook	22.2,8.0
Left Step	
Striking	
Y - Punch	12.8,2.9
X - Punch	15.8,4.9
X,X - Punch, punch to head	13.8,3.9
B - Roundhouse kick to shoulder	18.6,6.2
A - Roundhouse kick to head	20.4,3.5
Right Step	
Striking	
Y - Punch	12.8,2.9
X - Punch	15.8,4.9
B - Roundhouse kick to shoulder	19.5,6.2
A - Kick to knee	16.0,11.5
Rival Stun	
Striking	
Y - Sucker punch	19.7,9.8
Y,X - Sucker punch, left hook	24.7,12.8
Grappling	
X+A - Standing chokehold	

Mount Top

Striking

Y - Right punch	14.8,11.8
Y,X - Right punch, left punch	17.8,14.8
Y,X,Y - Right punch, left punch, right punch	12.8,9.8
X - Left punch	24.7,10.8
X,X - Left punch, slap	14.8,4.9
X,X,X - Left punch, slap, left punch	23.7,8.9
B - Right body punch	17.8,13.8
A - Left overhand body punch	18.8,15.8

Grappling

Y+B - Grab left arm, right punch	31.1,23.1
X+A - Grab right arm, left punch	35.5,26.6

Mount Bottom

Striking

Y - Right punch	16.8,7.9
X - Left punch	15.8,7.9
B - Right body punch	10.8,8.8
A - Left body punch	11.8,8.8

Grappling

Y+B - Roll into guard top	
X+A - Roll into guard top	
X+Y - Grab punch, roll into guard top	

Guard Top

Striking

Y - Right punch	22.7,9.8
Y,X - Fake right punch, left punch	19.7,6.9
X - Left punch	23.7,9.8
X,Y - Fake left punch, right punch	19.7,6.9
X,X - Left punch, slap	14.8,1.9
X,X,X - Left punch, slap, left punch	20.7,6.9
B - Right body punch	7.9,3.9
B,A - Fake right punch, left body punch	6.9,2.9
A - Left body punch	6.9,2.9
A,B - Fake left punch, right body punch	6.9,2.9

Grappling

Y+B - Grab opponent, right punch	26.6,17.7
X+A - Grab opponent, left punch	23.1,19.5
X+Y - Grab punch, move into mount top	

Guard Bottom

Striking

Y - Right punch	19.7,10.8
Y,Y - Right punch, right punch	4.9,2.9
Y,X - Right punch, left punch	14.8,7.9
X - Left punch	17.8,9.8
X,Y - Left punch, right punch	15.8,7.9
X,X - Left punch, left punch	4.9,2.9
B - Right body punch	5.9,1.9
A - Left body punch	5.9,1.9

Grappling

Y+B - Roll into mount top	
X+A - Roll into mount top	
A+B - Grab head, right punch	20.4,11.5
X+Y - Grab punch, roll into top mount	

Backmount Top

Striking

Y - Right punch	37.6,18.8
X - Left punch	39.5,19.7
B - Right body punch	25.7,20.7
A - Left body punch	25.7,20.7
Grappling	
Y+B - Grab head, right punch	44.5,35.5
X+A - Grab head, left punch	42.7,35.5
Miscellaneous	
X+B - Return to standing position	

Backmount Bottom

Striking

Y - Right elbow	11.8,6.9
X - Left elbow	12.8,7.9

3.21 - Chuck Liddell

Coming Soon

3.22 - Evan Tanner

Coming Soon

4 *Create a Fighter*

This section will grow larger once I finish the movelists, but here's a strategy submitted by Paul Casiero on how to beat the last sparring partner, McCarthy Jr.

"I just wanted to tell you a quick way I found to beat MCarthy JR (the ref) in Career mode. First I took the shoot fighter, and filled my punch skill all the way up, I also learned the combo left hook (but it's not important for this trick) Then when I was around level 14 (I could have probably done it sooner, I just figured this out then) I fought MCarthy. The strategy that worked for me was to guard until he took me down. Then once he had me down, he would throw the following punches (with my percentage guesses)

- 1 punch left handed (almost never)
- 2 punches left handed (like 75% of the time)
- 3 One punch right handed (10% of the time)
- 4 two jabs and a punch right handed (10% of the time)
- 5 Try for an arm or leg bar (5% of the time)

So what I would do is just block until I saw #2. When I saw it, I threw a counter right (tap y), right afterwards. He basically never stops punching. I think his percentage for an arm or leg bar is actually lower. It took me two rounds to beat him, but I came away with a nice 168 points for my troubles. It will take a few tries to get him to take you down when you want to, but it's a lot quicker than earning 168 points the hard way!

Another thing is that after the combo left hook, if the last hit hits, the opponent is staggered, after this...

Y + B = quad punches (four hard gut punches!)

A + X = guillotine choke (a front face lock into a choke out.)"

5 *Secrets*

This section is complements of Cheat Code Central (CheatCC.com)

Bruce Buffer (ring announcer)

Win ufc mode with a created fighter to unlock Bruce Buffer's body type, fighting style, voice, and nickname in career mode.

Card Girl

Win ufc mode with all 22 fighters to unlock the Card Girl's body type, fighting style, voice, and nickname in career mode.

John McCarthy (referee)

Win championship road mode with a created fighter to unlock "Big" John McCarthy's body type, fighting style, voice, and nickname in career mode.

Ulti-Man

Win championship road mode on the hard difficulty setting with any fighter to unlock Ulti-Man's body type, voice, nickname, and the "Octagon" location in career mode.

Suitcase

Win championship road mode with all 22 fighters to unlock Ulti-Man's fighting style and the "Suitcase" location in career mode.

Body type's and fighting style's

Win ufc mode with any of the 22 fighters to unlock their body type and fighting style in career mode.

6 *Game Shark Codes*

This section is also from Cheat Code Central (CheatCC.com)

Infinite Skill Points		EF97183E	0000270F
Infinite Time		C60BE434	00000004
Infinite Health P1		BF2E3947	00004348
Infinite Stamina P1		197C155B	00004348
Sudden Death Mode P1	BF2D3947	E0705041	F5A1954F 00000001
Infinite Health P2		F5A1954F	00004348
Infinite Stamina P2		53BF749E	00004348
Sudden Death Mode P2	C608E434	E0705041	F5A1954F 00000001

7 *Thanks*

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