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Guide trophée ufc undisputed 3

Posted October 24, 2011 - 22:19 Student tutorial to complete all the tasks of tutorial modeWhen you get to the main menu for the first time, it will ask you if you want to do the tutorial mode. Select to do it. Especially if you don't know the UFC or more importantly, the sport of Mr.M.A., you will need this tutorial. Complete the 6 catagories and the trophy is yours. World Class Striker Win by KO career without using grappling blows against a UFC COM fighter in exposure or career modeFor some reason, you can't unlock that in your first fight. I think it's because your first fight is an amature fight and not a real UFC fight. In your second fight just unload your high kick and it should only take about 5-10 of them to knock it out. As long as you don't go for a takedown and it doesn't take you down, the trophy will unlock. Ultimate Knockout From the gased state, KO an opponent in any model also unlocked this in my second fight. Since you don't yet have to train your cardio, it's best to get it in this fight. When you unload your high kick on his head, look at your energy bar on the bottom of the screen. You'll see him go from green to yellow. That means you're gassing. Wait until the bar is completely yellow, then knock it out. If you don't unlock this now, don't worry, you'll probably get it in your next 5-10 fights. Also, you can get this in exposure mode and even online. Wanted: Flying Mouthpieces Mouth piece moves more than 3 meters when knocked out Again I unlocked this on my second fight, even though it is very random. When you knock out your opponent, you want him spokesman to fly out of the mouth from there for at least 3 meters. I unlocked this when his spokesman came out and hit the referees foot and traveled even further Ultimate Highlights Dominate the opponent in the 3 scenes of a replay segment At the end of each round, they will show the highlights of the previous round. You must be shown dominating your opponent over the 3 replays. This can be difficult because even if your opponent hits you just once all round, they will probably show that as a highlight. An easy way to get this is to land on your opponent throughout the round. See Forrest Griffin vs. Stephan Bonner's combat description under the UFC Historian trophy for more information on how to do it. Undisputed Champion Win the Ufc Championship with a fighter in CareerA mode next to your 12-14th fight, you will have the chance to fight for the UFC championship. this fight and win it for the trophy. Make sure you don't wait to win the championship. I once went through my career with a 32-0 record, but I didn't fight for the championship until one of my last fights and I didn't do the Hall of Fame (which is another trophy). The reason was that I waited a long time to win the championship. Ultimate Submission From gassed state, submit an opponent in any Time in your career when you have been sparring and have been able to improve your submission stats, and you have unlocked the Choke Triangle from the mounting position you will be able to go for this trophy. During a fight, bring your opponent to the ground and get the full mount. From there start throwing body shots while holding and punching over and over again if you start to see your energy bar on the bottom of the screen turning from green to yellow. Once your bar is completely yellow, push quickly to tap on a Triangle bottleneck to complete it and get the trophy. Grappler Win by Submission world class using no hit against a COM UFC fighter in show or career modeOnce again since you've been upgrading your submission stats and you've unlocked the flying armbar bar, go for that trophy. As soon as the fight begins, mount to your opponent and hold while pressing forward on the stick. This will grab them in the clinch. Now press and you will perform the biggest bid ever, the Flying Armbar. Finish it for the trophy. Of course, you can make any submission as long as you don't hit the opponent for that trophy, but who doesn't want to do it in style. This can also be done in exposure mode. Where's my bonus check? Get the KO, Submission and Fight of the Night Awards with a fighter in CareerA mode at the end of each fight, on screen results, you have a chance to get a fight award for your performance. See the Trophy Collector trophy below for more information on these awards. Trophy collector Get all the trophies in career mode with a fighterDuring your career there are 10 prizes you need to unlock to get the trophy. When you're in the calendar section, you can push and then select trophy case to see what prices you've unlocked. Here's a breakdown of each prize: '3 Fight Win Streak - Auto Explanatory 6 Fight Win Streak - Self Explanatory '10 Fight Win Streak - Self Explanatory Title Belt - Just win the championship. You should have your first chance on it around your 12-14th fight. I've won 9 of them in my career. If you start going for submissions instead of knocking out later in your career, you'll get this. The game! I got this award by knocking someone out in 30 seconds, but I didn't get it when I had a back-and-forth war where we crashed for 5 rounds. This goes against what the UFC 'fight of the night' is. So, anotherwards, it's completely based on luck. The only thing I can suggest is if you don't have it by your 27th fight of your career, save your backup on Playstation - and try for it your last last 5 If you don't get it, delete your backup file and load your

Playstation file and try again. This file to save games is protected by copy so that you can't use a usb to save it. Each time you train in training camp, you must do at least 3 of the 7 techniques they ask you to perform, if not more. Once you've completed Level 3 with the hitting coach, choose the grappling coach and reach Level 3 too. - This will be the last prize you win since it's not unlocked until the end of your career. Make sure you win the championship belt the first time you offered and keep it all your career, never lose and you will definitely get that prize. A few weeks before your last fight, you will get a letter from Dana White informing you that you will be inducted into the Hall of Fame. Hall of Famer Enter the Hall of Fame with a Fighter during Career ModeFor the last time I'm going to break this trophy around your 12-14th fight, you'll be offered a chance to fight for the championship. Take it! Make sure you don't skip this. I once went through my career with a 32-0 record, but I didn't fight for the championship until one of my last fights and I didn't do the Hall of Fame. The reason was that I waited a long time to win the championship. Just before your last fight, you'll get a call from Dana White telling you he's going to put you in the UFC Hall of Fame. Call me No contact! Complete career mode and retire undefeatedSelf explanatory. As I said at the beginning of my career, never lose a fight. If you lose a fight, hold the PS button and leave the game. It won't save your loss and you'll be able to try this fight again. Pound-for-Pound Champion Win the UFC Championship in every career weight categorySince you've won the heavyweight championship, now you need to win it in 4 more classes. Light heavyweight, middleweight, welterweight and light weight. Whenever you can quickly create your character. Don't worry about things like sponsors on your shorts and things like that. In addition, you can skip the boot camp sessions and just upgrade your strength and then your speed. You may lose during these procedures, but do not lose much or you will be forced to retire. If you don't no, you'll get the title shot around your 9th fight. If you lose once you will get it around your 12th fight and so on. Once you win the championship in each weight class, you can simply stop and start on the next weight class. As long as the 5 fighters created are on the same record, you will win the trophy. Complete the short tutorial, which starts automatically when you start the game for the first time. Then get the various trophies from the road, before you tackle career mode Ultimate team. If you're just for trophies, you could start this on Easy. However, to prepare you for your career mode on legendary difficulty, it is better to get used to normal, since the difference will be more manageable than compared to the jump from easy to legendary. Normal should give you the perfect balance between getting trophies and improving in the game. Between fights, you have the chance to either train, learn, promote yourself and your fights or your spar. Training will improve your attributes, learning will give you new moves and benefits, promotion will increase your followers and fight hype, sparring will allow you to fight against a training partner that emulates your next opponent, giving you the chance to get some tips on how to tackle the next fight. As you progress, you'll have access to more expensive gyms and be able to learn better moves. You may want to do a sparring session here and there, but the most time should be spent on training and learning. None of the trophies are marked missable, since the career mode is not too long and there are so many weight classes to choose from, that you may want to replay it anyway. But technically, you might miss a few trophies in your first playthrough, including related social media. However, you can get them in a few fights of a short race on Easy afterwards. If you're not happy with the way a fight goes, you can always restart it, even directly after it ends. Keep in mind that a loss will not end your career or immediately lock you out of any trophy. Progress is done by winning. When given the ability to choose opponents, choose the one with the lowest grapple to progress a little more easily. After completing Career Mode once or as often as you like on any difficulty, it's time to go for the big one. Legendary difficulty is pro difficulty without the HUD, and it will only unlock once you have reached the greatest status of all time in the career on any difficulty. This sounds more intimidating than it is, your run on normal should prepare you enough to get an idea of your stamina and health bars. Winning the championship is the hardest thing in the game, otherwise the difficulty would probably fall to a 3/10. Compared to winning the championship, getting there is pretty doable, even with a striker. However, the Field likes its belt, so be prepared for a tough battle. at UFC 82: Pride of a champion for a basic strategy to tackle this problem. After feeling you're on top of the world winning the belt, it's time to jump into Ultimate Team and get taken apart by people who have no interest in the game and simply have no joy in life other than upsetting others. Get ready for opponents who just exploit the game and suck the fun out of it. On the way to UFC 109: Relentless, you should get most trophies online naturally, otherwise you can still boost some Them. Get familiar with the four locations for your team's fighters and their time slots for different travel maps. Depending on your skills and luck in matching, you will need to complete about 900 to 1800 fights to finally get that rare shiny platinum. Despite the game featuring several tutorials, most players do not bother to check them out. They are not completely necessary, but will surely help you to shoot the most game. Learn how to withdraw submissions, learn your combos and how to manage your endurance. These things can't really be taught by text message, so check out YouTubers who dedicate their channel to the game and resonate with you, which could be even more useful, since the game doesn't tell you everything. The ground game is quite broken and some people will not hesitate to exploit it. Please do not be one of these people, at least not while playing online. However, it is recommended to educate yourself using the methods mentioned above to learn how to defend against them. It's not funny, but that's what it is. Grappling is a big part of mixed martial arts after all, we don't kickboxing here. Don't panic when you're in a submission. Stay calm and change constantly from door to door, limit yourself to two or three, but this will facilitate escape. Learn to refuse clinches and withdrawals because there are a lot of spammers out there who won't hesitate to go for 21 clinches and 19 withdrawals per turn. A successful withdrawal or clinch could be all it takes for them to knock out or submit you. Note that some trophies limit you specifically to online multiplayer. This is not necessarily true though, since you might be able to unlock them solo from the ultimate team, when you do there what the trophy asks for. You don't have to do them in Ultimate Team at all though, you can boost them with a friend or get them at live events for example. Most importantly, just enjoy the game. It has a difficult learning curve, but you will get better eventually if you stay around. UFC 1: The beginningComplete the introduction of UFC 3. 73.63% Common This trophy requires you to complete the tutorial, which automatically starts after the game starts for the first time. You'll fight like Conor McGregor against Tony Ferguson. Just follow the instructions and enjoy your victory. Don't panic if you can't stuff the takedown, the fight will continue and you should easily win. If for some reason the trophy does not unlock, you can always replay the introduction (you find it under EXTRAS, which is all the way to the right on the first screen). UFC 35: ThrowdownFinish fights with a submission. (online multiplayer only) 9.86%Very Rare UFC 101: DeclarationTrigger a health event about the opponent within 10 seconds of your taunt. (only unlocked in online multiplayer) 26.37% Rare Multiplayer Only Time Limited Soften your opponent for a while and and You get the impression that it is about to break, taunt it using one of the d-pad buttons and then attack it mercilessly. If you don't want to deliberately taunt for it or otherwise can't pull it off on your way to UFC 109: Relentless, you can set up a game session to boost that with a friend. UFC 46: SupernaturalSway to avoid at least 6 hits in 20 seconds. (only unlocked in online multiplayer) 3.65% Ultra Rare Multiplayer Only Time Limited Swinging with is a great way to escape strikes, which also drains your opponent's stamina, but needs some time to master it. If you play this game because you like it, it may be the only trophy you really need to boost, because most people won't throw six hits in 20 seconds when they see that you're starting to swing. Fortunately, this can easily be done with a friend. Just set up a game session and let the opponent throw six slow jabs with enough time in between as you avoid. Don't worry about getting hit, you don't have to swing six consecutive strikes, only six within 20 seconds. UFC 99: ComebackSurvives at least two health events before winning the fight. (only unlocked in online multiplayer) 28.79% Uncommon Story After choosing your favorite sex, weight class and type of fighter, you start your WFA career, which you may remember from UFC Undisputed 2010. You will need to win two fights in a row. Eventually, you'll be informed that Dana White is coming to see you fight. If you win this fight, you get signed by the UFC, which you net the trophy. Don't stress a loss, there's still some sort of build in fail-safe, which transfers you to The Ultimate Fighter if things go south. Win there (even a defeat will go well) and you will be signed by the UFC, which you net the trophy. Remember that you don't have to live with a loss, since you can always restart fights if you're not on the legendary difficulty. History Once the UFC has signed you, it's pretty much all right from now on. Each new contract gives you goals, most are optional, some are mandatory. Winning fights is the most important part to progress. Don't worry too much about optional goals, but complete the mandatory ones and win enough fights, so this will eventually come. History If you've worked your way up to the UFC and won enough fights, no one can consider you just a prospect anymore. You are a competitor now and rightly so! Dana White this and increases your show and earn money once again. Don't lose your concentration though, keep training to be ready for the next big challenge. Story You will get this after beating the champion in your weight class. Depending on your style of play and the number of fights you have won, the championship fight will probably happen to about 18-22 fights in your career. There is a noticable difficulty peak for championship fight, championship, at this point, you should have trained enough to do so. Remember, as long as you don't play on Legendary, you can always restart the fights. History After becoming a champion, a Champion of a different weight class will call you. Beat him and you'll unlock that trophy. Remember, as long as you don't play on Legendary, you can always restart the fights. Story After each fight, you'll see your progress towards greatest status of all time, you can also check it out in the Career Mode menu. This includes things like knockout wins, submission wins, the winning streak and so on as well as certain amounts of followers or career wins. You will need six performance recordings and two promotional recordings to become the greatest of all time and there are ten and four of them respectively, choose any costume you most. The greatest status of all time is also required to unlock the legendary difficulty in Career mode. Difficulty Specific Story Legendary Difficulty unlocks after reaching the greatest status of all time in the career on any difficulty. You should already have most of the other career fashion trophies when you try this, so don't worry about promoting the fight and so on, just focus entirely on your training. Whichever weight class you choose (heavyweight or straw weights are recommended), be sure to choose a submission specialist or at least one grapple. An attacker could lead you to the title fight, but the champion will be virtually unbeatable, saving you the hustle and time. In training, focus on all things ground game, especially withdrawal defense and submissions. On the legendary difficulty, you can't restart the fights. However, if necessary, you can hold the PS button and close the app when you're about to lose. Restarting the game will place you just before the fight. UFC 61: Bitter RivalsDefeat a rival during your career. 55.76% Common Story Watching two people bash each other's faces is one thing, but knowing that they hate each other will get really excited fans. Unfortunately, you can't choose rivalries, but they will automatically start with each new contract you win. You will have several during your career, which will always end in a fight with this particular rival. Win any of these fights and you'll get this trophy. Being history on foreplay is nice and all, but we know where the real fun (and money) is to. Your Main card match a Pay-Per-View may come during your prospect contract, otherwise it will definitely be during your contender contract. You don't need to be in the main event for this, the main card consists of five fights and it doesn't matter what position yours has. You know the exercise now, win the fight and take the trophy. Story Fighter Matt Hughes once said, You're not the champion until you've defended your belt. Ignoring that this is not true and that Hughes deliberately waited to say this line until his first title defense, for this trophy, you kind of have to prove yourself again. After beating the Champion, just win the next fight and this trophy is yours. The fight should be easier than your belt to win the performance, but don't let your guard down and focus on your training. UFC 47: It's on! Respond to a message on social media during your career. 61.87% Common Story This comes automatically when you are forced to choose one of the three responses to the first tweet you receive, which will probably be when you are informed that Dana White is coming to WFA to watch you fight. Your answer has no real consequence, choose what you want. It is not marked not to delay however, since you technically could lose every fight in WFA and never attract White's attention. However, this is very unlikely on Normal or even Pro, let alone Easy. History The social media aspect in the game is a nice asset, but very boneless. Between fights, you can promote yourself and your fights, for example by posting a tweet, starting a game channel or visiting events. This will give you more followers and a higher fight hype, but you can easily get through a whole career and even become the greatest of all time without ever paying real attention to social media. So if this doesn't come naturally during your career, just start a new one on Easy and focus completely on promoting yourself and your fights, then you'll get this in a few fights. Story Winning fights alone will not give you UFC fights a very high hype by itself, but losing will completely damage the hype. While winning remains the most important aspect, you also need to promote your upcoming fights. You can post a prediction about how you're going to win (no consequences at all if you're wrong), you can tell your fans on Twitter about your newly learned moves or you can spend an evening streaming a game, just to name a few possibilities. This might come naturally during your career, but if not, just start a new one on Easy and focus completely on promoting yourself and your fights, then you'll get this in a few fights. UFC 74: RespectWin a night bonus performance during your career. 55.00%Common Story Night Bonus Performance goes to a fighter who wins in a spectacular and/or fast way, and seven of them are needed if you go for that particular performance record on your way to the great of all time status. If this doesn't come naturally during your career, just start a new one on Easy, change the settings like damage, stamina and so on completely in your favor and against the CPU, channel your inner McGregor against Aldo and win your first fight in the UFC with a punch to get that trophy. Multiplayer Only Time Limited Spoiler: You can't win this by decision, you have to set your opponent aside in the first round, either by knockout or a submission. Given the amount of you have to finish for UFC 109: Relentless, you're basically bound to get this eventually. Alternatively, you can set up a game session to boost this with a friend. Can be combined with UFC 35: Throwdown. UFC 64: UnstoppableCompretate all your daily goals for the UFC Ultimate Team in one day. 3.07%Ultra Rare Time Required Online Limited Every day there are five random lenses that give you daily tokens or extra coins. Finishing the five could prove difficult in your early days of Ultimate Team, but ultimately you should get all the daily goals most of the time, if you play regularly. If you're just for trophies, wait for a day that doesn't require you to win at all, but only includes goals like a number of strikes or completed fights. For this trophy, you just need to fill all the slots of one of your fighters with random cards. They don't need to be in the right place (i.e. you could put an arm in a leg slit). Of course, after buying enough cards, you have to fill the slot machines with the right cards to improve your fighter. UFC 73: StackedAcquire your first ultimate UFC Gold team item. 47.86% Rare UFC Ultimate Team Items are the very foundation of Ultimate Team mode, you have to get fight cards and stack them with travel cards and bonuses. It takes a little time to grasp the essentials of it. Fortunately, there is a useful tutorial in the game, which starts when you go to Ultimate Team for the first time. This trophy should come automatically during the said tutorial. Alternatively, you can easily get a Gold-level card by purchasing a Premium Pack for the ingame currency, which you earn by fighting. In Ultimate Team, just select SOLO CHALLENGES, choose the weight class in GETTING STARTED that suits you the most and take on all the challenges. There are ten for each weight class and they mostly just need you to win the fight, with another task here and there like holding halfguard for 3 seconds. The difficulty is set to easy, so as soon as you have built a decent fighter in your ultimate team, you should have absolutely no problem here, especially if you have completed the career mode on normal already. There is no punishment for failing, you can try the challenges as often as you like. Note: Sometimes the game has a SPECIAL tab under SOLO CHALLENGES. This usually consists of far fewer challenges, which speeds up the winning of the trophy. Filling sets will reward you with different things like coins for example, money or better cards. To complete a set, you must collect and sacrifice certain cards. The types of cards are, for example, fighters or movements; For each type, there are five different levels: Bronze, Silver, Gold, Elite and Master. For this trophy, just select SETS in Ultimate Team, then STARTER SET, follow the instructions and complete it. Grind A win gives you 20 exp, a loss you nets another 10 exp, which means you'll have about 900 to 1800 fights to reach level 150. You don't have to do it online at all, since the game offers you the Solo Championship, which allows you to get almost all ultimate Team trophies (daily goals are exclusive to the online ultimate team game) while fighting against fighters controlled by the Processor of other players. If you have no interest in playing the game and you just want the trophy, please stay in the only player for this one. One of the fastest ways to level up there is spamming leg kicks. Either you are stuck enough to get a technical knockout loss or do enough damage for a technical ko victory. You can also try your career race strategy on Legendary to get more wins, which levels faster. July 2020 update: This guide now recommends you fight solo for this trophy. With UFC 4 around the corner, many legitimate players left this game. Ultimate Team Online is now infested with exploiters/cheats, much more than before, and you actually have a 99% literal probability of running in one. While many of these sad people are still beatable, the process is not pleasant, and most will still give you a hard time, especially if you are just getting started. Note: You should always play online for UFC 64: Unstoppable. Just as the guide recommends, wait for an easy day to deal with it. UFC 2: No Way OutWin versus a Processor-controlled fighter who is put to maximum damage, with your own set failing. 4.99%Ultra Rare This may seem like a hard trophy at first glance, but you can make it easier. Select FIGHT MODES on the first screen, then CUSTOM FIGHT NOW. Choose a high grapple against an overall weak attacker. Set the difficulty to make it easier, switch to advanced settings, adjust damage to the required settings, and then change all other settings in your favor. Step forward to fight and get a submission victory. Be careful though, since the maximum damage is not a joke, a well-placed head kick can still knock you out cold. If you still can't get it, try to escape as many strikes as possible when landing here and there, possibly with the recommended settings, the Processor should gas, making it even easier to win. If you need a visual, take a look at the video below. No Way Out Video Guide UFC 10: The TournamentWin four fights with the same fighter in a grand prize tournament of 16 fighters. 6.93% Very rare In the first screen, scroll a little to the right and select tournament mode. ce que vous voulez, mais assurez-vous de faire le réglage suivant: Bracket Size: 16Si vous voulez accélérer ce trophée, apportez les modifications supplémentaires:Difficulté: EasyADVANCED SETTINGSCOMPETITIVE STATS: OffSTAMINA RECOVERY: OnCPU STAMINA RECOVERY: OffSTAMINA COST: all the way to the leftCPU STAMINA COST: all the way to the rightDAMAGE: all the rightCPU DAMAGE: all the way to the leftPress to create the tournament , to auto fill, or to choose choose individually, again to start the tournament. Choose your fighter in the first fight, simulate all the other matches if you want, but make sure you always choose the same fighter when the opportunity given. With advanced settings, you should get a knockout in seconds. After winning the tournament, the trophy should unlock. Note: You can combine this with Bruce Buffer's unlock as a fighter. Name the tournament Bruce Buffer, strict weight class, choose middleweight, autofill. Buffer will replace one of the fighters, choose him and win the tournament with him. In the first screen, scroll all the way to the right, to find skill challenges at the bottom. You'll find four striking challenges, three fights and four ground challenges. The difficulties available for everyone are normal, hard and pro, but you can do them all on normal. On normal, all challenges should be fairly easy, although some might need some tests. If you need a visual, take a look at the videos below. Note that the first try for the Range Strikes challenge is a failure; the circle of scale is randomized, so just wait a good ride. Striking Challenges PS4 33 Trophies - 1260 Points

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