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LEARN TO CONTROL THE BIKE, JUMP AND PERFORM TRICKS WITH VIDEO TUTORIALS

Find the video on the official Youtube channel: http://youtu.be/5jO4EfAcyrM - http://youtu.be/DHmhIk0JE-g

28th February 2014, Milan – **Milestone**, one of the most recognized racing videogame developers and publishers for consoles and Windows® PC, releases two new gameplay videos featuring tutorial information for **MXGP - The Official Motocross Videogame.** This new exciting videogame is based on the official FIM Motocross World Championship and it will be available from **28th March 2014** on **PlayStation®3, PlayStation®Vita, Xbox 360®** video game and entertainment system from Microsoft and **Windows PC**®.

The first two video tutorials devoted to *MXGP - The Official Motocross Videogame* teaches players (thanks to a dedicated dubbing track) how to master scrubbing and jumping techniques during the flight phase. Timing and practice are two key points to perfectly finish an action starting from the moment the bike leaves the ground.

"On a motocross track, the jump's phase is highly critical for saving or losing valuable time. Thanks to the feedback given by professional riders while developing the game we've been able to add all the settings that control the flight making the riding experience of MXGP as real as possible. Accelerating or using the rear brakes, players can control the bike's angle while landing. They can also handle the rider's weight distribution which will change the flight trajectory," affirms Alessandro Castrucci, Milestone's Game Director. *"Even the fulfillment of tricks becomes really important during a race. A well done scrub allows the rider to minimize the time spent in the air, making a lower and faster jump allow the rider to land earlier with a speed boost. Video tutorials will guide players to master these techniques, conveying the thrill of Motocross even to casual players without restricting hardcore gamers to play and pursue their own riding style"* concludes Castrucci.

MXGP features all the riders, teams, bikes and rules from the official MXGP 2013 calendar including a redesigned career mode for living the feelings of Motocross.

Developed by Milestone Studio, **MXGP, The Official Motocross Videogame** will be available from 28th March 2014 for PlayStation®3, PlayStation®Vita, Xbox 360® and Windows PC®.

Follow us on Facebook http://www.facebook.com/MXGPVideogame, on the official Youtube Channel http://www.youtube.com/mxgpvideogame or check the #mxgpvideogame hashtag.

Assets available via the following FTP link:

Folder: MXGP

Host: ftp.milestone.it

User: Press

Password: prsc2k12

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Milestone
Milestone nasce a Milano nel 1996, e rappresenta la più grande realtà italiana impegnata nello sviluppo di videogiochi per PC e console, universalmente riconosciuta come una software-house specializzata nel campo dei racing game. Milestone è unica nel panorama nazionale per la qualità dei suoi prodotti e per la meticolosa attenzione ai dettagli, entrambi tratti distintivi della sua filosofia aziendale. La serie SBK® Superbike World Championship, il videogioco ufficiale del World Rally Championship e MotoGP™13 ne rappresentano tre chiari esempi. Per ulteriori informazioni consultare il sito www.milestone.it.

About Youthstream:
Youthstream is the company that manages the exclusive television, marketing and promotional world wide rights of the FIM Motocross World Championship, the FIM Motocross of Nations, the FIM Women's Motocross World Championship, the FIM Veteran Motocross World Cup, the FIM Junior Motocross World Championship, the FIM SuperMoto World Championship, the FIM SuperMoto of Nations, the FIM Snowcross World Championship, the Motocross European Championship, the Motocross of European Nations and the SuperMoto European Championship.

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