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THE OFFICIAL MOTOCROSS VIDEOGAME

TONY CAIROLI, DAVID PHILIPPAERTS, DAVIDE GUARNERI AND ALESSANDRO LUPINO GUESTS OF MILESTONE TO TEST THE ALPHA VERSION OF MXGP

Check the interview on the official Youtube channel: <http://youtu.be/lh9xIjNiedQ>

24 December 2013, Milan – **Milestone**, one of the most recognized racing videogame developers and publishers for consoles and Windows® PC, release a video-interview 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 **March 2014 on PlayStation®3, PlayStation®Vita, Xbox 360®** videogame and entertainment system from Microsoft and **Windows PC®**.

The protagonists of the Milestone's interview are the well-known MXGP Italian riders **Tony Cairoli, David Philippaerts and Davide Guarneri**, and their MX2 compatriot **Alessandro Lupino**. All of them had the opportunity of discovering their own virtual avatars through a one2one meeting with the MXGP – The official Motocross Videogame's Development Team.

"The main aim of MXGP is the loyalty to the Championship and for this reason we've invited some riders to help us into the development of the game such as: physics, tracks and audio. The riders had the chance to try an early version of the game and to share their own feedback. It has been very interesting seeing them in action: only who actually rides onto the real tracks can test deeply the game's loyalty", affirms Alessandro Castrucci, Milestone's Game Director. *"Thanks to these preliminary tests the riders have revised the tracks with the artists and the physics with the programmers giving interesting points that are now part of the game. Every single rider had the chance to try for several hours the game and answer to our questions such as the riding's feeling and the real Motocross Bike's behavior. What did they love the most? For sure the*

career mode that for the first time has been included into an official Motocross Videogame”, concludes Castrucci.

This exclusive partnership between MXGP’s Official Riders and Milestone is a clear proof of the attention to details and Gamers’ Experience that Development Team has included into the game.

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 in spring 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 Snowcross World Championship, the Motocross European Championship and the Motocross of European Nations.

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