



**PRESS CONTACT**

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## MotoGP™14

***THE OFFICIAL MotoGP™ VIDEOGAME IS NOW AVAILABLE IN SHOPS AND  
DIGITAL STORES***

***All the riders from the official MotoGP™ 2014 season, the riders from MotoGP™ 2013 class  
and Champions from the past for a two-wheel experience as never before***

***Check the video on the Official Youtube channel: <http://bit.ly/MotoGP14OutNow>  
and comment on the Official Facebook Page [www.facebook.com/motogpvideogame](http://www.facebook.com/motogpvideogame)***

June 20<sup>th</sup> 2014, Milan – **Milestone**, one of the most recognized racing videogame developers and publishers for consoles and Windows PC®, announces all the news for the upcoming **MotoGP™14**. ***The game is now available on Xbox 360®, Windows PC, Steam, PlayStation®3, PlayStation®Vita\*\* and on PlayStation®4.***

A new wind of change is coming with the 2014 version of the MotoGP™ Official Videogame, thanks to **3 new offline game modes, 1 new online one**, an enhanced **Career** and tons of **new content such as Argentina's Track**.

### **OFFLINE GAME'S MODES:**

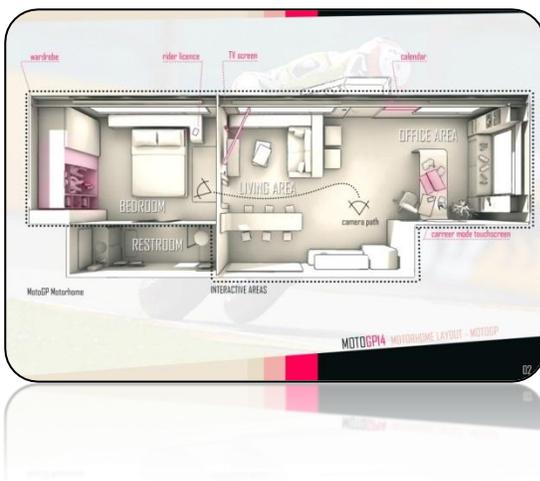
Re-living the most exciting event of the past season (2013) has never been so simple thanks to the offline game's mode **Real Events 2013**, where the player can put himself into the last season rider's shoes and experience an intense challenge. But that's is far from enough, thanks to **Challenge Champions** where can re-race **17 events** inspired by the real ones from the **Champions Riders** that made the MotoGP™ history. At last, one of the most community requested feature has arrived:

**SAFETY CAR.** In an *ad hoc* game's mode it will be possible to drive the safety car on all the official MotoGP™14 tracks.

## ONLINE GAME'S MODES:

The MotoGP™14 online multiplayer will see not only the return of **SPRINT SEASON** introduced for the first time last year, but also the brand new **SPLIT BATTLE**. This new highly competitive mode, allows players to race against each other to achieve the best split time and overtake them for a bunch of seconds.

## CAREER:



This year the career foundation laid in the 2013 version has improved by putting the player right at the center of the game, with even more autonomy than before. A great **Helmet View**, the chance to customize the **bike's setting** or to **upgrade** it with several **pre-set packages, tutorials** and **virtual environments** more realistic and dynamic, will allow the players to experience the real life scenario of a MotoGP™ Rider.

*"Plenty of news has been included into this edition of MotoGP2014™ videogame. The amount of content has never been so much for a two-wheel game. Plus, we're proud of all the feedbacks provided by the community and the official riders who helped to re-create a feeling as close as possible to the real one. There's nothing more to do: pre-order the game, wait the 20<sup>th</sup> of June and see the power of MotoGP™14 taking over in your hands",* affirms Andrea Basilio Game Director **MotoGP™14.**



**MotoGP™14** features tracks and riders from the official MotoGP™ 2014 season, the riders from **MotoGP™ 2013\*** class and **Champions from the past**, plus **more than 100 riders**, **all the official manufacturers** and **18 tracks**.

Developed by Italian Milestone Studio, **MotoGP™14** is now available on **Xbox 360®**, **Windows PC®**, **PlayStation®3**, **PlayStation®Vita\*\*** and on **PlayStation®4**.

Follow us on Facebook <http://www.facebook.com/motogpvideogame>, check the Official Youtube channel <http://www.youtube.com/motogpvideogame>, use the hashtag [#motogpvideogame](https://twitter.com/motogpvideogame) or visit the official product site [www.motogpvideogame.com](http://www.motogpvideogame.com).

Press assets available via the following link:

**Folder:** MotoGP14  
**Host:** [ftp.milestone.it](ftp://ftp.milestone.it)  
**User:** Press  
**Password:** prsc2k12

**###**

**\*the complete roster will be added as free DLC at Day1 – Moto2™ and Moto3™ only**  
**\*\* PS Vita release date may be different in each country**

#### **About Milestone**

Founded in Milan in 1996, Milestone S.r.l. is the biggest Italian videogames developer and it is recognized worldwide as a leading Studio specialized in racing titles. The company is unique in the Italian scenario thanks to an obsessive desire for quality combined with an elaborate attention to detail which have always been the trademarks and philosophy of the company. SBK® Superbike World Championship series, MotoGP™, MXGP – The Official Motocross Videogame and the official game of the FIA World Rally Championship represent examples. For further information please visit [www.milestone.it](http://www.milestone.it).

#### **About MotoGP/Dorna:**

Dorna Sports is an international sports management, marketing and media company, founded in 1988. The organisation has its headquarters in Madrid, with further branch-offices and/or subsidiaries in Barcelona, Rome, Amsterdam and Tokyo. The company's main shareholders are funds managed by Bridgepoint Capital and The Canadian Pension Plan Investment Board. Dorna has been the exclusive commercial and television rights holder for the FIM Road Racing World Championship Grand Prix (MotoGP™) since 1992. With 64 years of history, MotoGP™ is the pinnacle of motorcycle racing and is Dorna's main focus.

The company expanded in September 2012, with the acquisition of the eni FIM World Superbikes (SBK) Championship, bringing the world's two class-leading motorcycle racing series under one roof. Dorna also oversees the FIM CEV Repsol International Championship, the Red Bull MotoGP Rookies Cup and the Shell Advance Asia Talent Cup, which promotes the development of the next generation of riding talent.

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