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## **BANDAI NAMCO GAMES AMERICA INC. ANNOUNCES *MotoGP™14*, DEVELOPED BY MILESTONE, TO ARRIVE IN THE AMERICAS**

*Kick Into Gear in MotoGP™14, the Only Game Offering the Authentic Experience of the  
MotoGP™ Official Championship*

**SAN JOSE, Calif., (June 10, 2014)** – Leading video game publisher and developer BANDAI NAMCO Games America Inc. today announced that *MotoGP™14* will be racing to the Americas for the PlayStation®4 and PlayStation®3 computer entertainment systems, PlayStation®Vita handheld entertainment system, Xbox 360® games and entertainment system from Microsoft, and Windows PC® via STEAM in September 2014. Developed by **Milestone s.r.l.**, one of the most recognized racing videogame developers and publishers, *MotoGP14* will feature more than 100 available riders, all the official manufacturers, all racing classes and 18 tracks in a brand new racing chapter based on the Official *MotoGP™* World Championship.

The *MotoGP™* is the premier motorcycle racing World Championship that spans an eighteen-race series visiting thirteen countries and four continents with pan-global television coverage. With the 2014 season well under way, *MotoGP™14* is revving up to race to American households as well with new technical and social improvements made possible by the current console generation. A completely redesigned engine will see its maximum appearance with improved physics and motorbike simulation, new real time lighting effects, a new audio engine and, finally, a richer and evolved Multiplayer experience.

Not only does **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.**

*"MotoGP™ has a rich history with Grand Prix events taking place in every corner of the world, so we are thrilled to be bringing this dynamic racing simulation experience to consoles and PCs in the Americas,"* said Chris Gilbert, Vice President of Sales and Marketing at BANDAI NAMCO Games America Inc. *"Milestone has established gameplay and racing physics that truly cater to racing fans, who can look forward to an experience as close to the real thing as virtually possible."*

*"We're glad about the chance to bring MotoGP™14 experience to Americas. Thanks to the partnership with Bandai Namco Games America Inc. will ensure a high quality two-wheels' touch to Americas' players",* affirms Marco Micallef, Sales and Marketing Director Milestone s.r.l.

MotoGP™14 will be available for the PlayStation 4 system, PlayStation 3 system, PlayStation Vita handheld system, Xbox 360, and PC via Steam in September 2014. For more information on BANDAI NAMCO Games America Inc. game titles and products, please visit <http://www.bandainamcogames.com> or visit the official product site [www.motogpvideogame.com](http://www.motogpvideogame.com). Follow MotoGP™14 on Facebook <http://www.facebook.com/motogpvideogame>, check the Official Youtube channel <http://www.youtube.com/motogpvideogame> or use the hashtag [#motogpvideogame](https://www.instagram.com/motogpvideogame).

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**About BANDAI NAMCO Games America Inc.**

BANDAI NAMCO Games America Inc., part of BANDAI NAMCO Holdings Inc., is a leading global publisher and developer of interactive content — including all major video game consoles, iOS, mobile and online. The company is known for creating and publishing many of the industry's top video game franchises, including PAC-MAN®, TEKKEN®, SOULCALIBUR®, NARUTO™, NARUTO SHIPPUDEN™, Dragon Ball®, GALAGA®, RIDGE RACER® and ACE COMBAT®. More information about the company and its products can be found at <http://www.bandainamcogames.com> or [www.facebook.com/BandaiNamcoUS](http://www.facebook.com/BandaiNamcoUS)

**About Milestone s.r.l.**

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 two clear examples. For more 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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**Contact:**

Grace Liu  
BANDAI NAMCO Games America Inc.  
408-235-2136  
[gliu@bandainamcogames.com](mailto:gliu@bandainamcogames.com)

**Milestone Studios:**

*Daniele Caso*  
Milestone  
Via Fara 35 - 20124 Milano  
Tel. 02 67075666  
[daniele.caso@milestone.it](mailto:daniele.caso@milestone.it)