#### MXGP PRO Download For Windows



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# **About This Game**

The official video game of the Motocross Championship is back! Download MXGP PRO and live the entire MXGP experience as a pro.

Adjust your bike's configuration like a mechanic, tuning the suspension, brakes or throttle to make your ride unique. Experiment with the new Pro Physics when racing and have fun with freer gameplay, thanks to new bike and rider behaviours. Practice in the Compound, a square kilometre of track where you can freely explore or compete against the AI. You can practice up to 30 challenges to learn real riders' techniques!

Tackle Career mode with your custom rider, starting in the MX2 category. Increase your fame, sign contracts with ever-more prestigious sponsors and become MXGP champion.

All the official tracks and riders from the 2017 season await you! Ready for the challenge?

Title: MXGP PRO

Genre: Racing, Simulation, Sports

Developer: Milestone S.r.l. Publisher: Milestone S.r.l.

Release Date: 29 Jun, 2018

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## Minimum:

Requires a 64-bit processor and operating system

**OS:** Windows 7 64-Bit or later

Processor: Intel Core i5-2500, AMD FX-8100 or equivalent

Memory: 8 GB RAM

Graphics: NVIDIA GeForce GTX 760 with 2 GB VRAM or more / AMD Radeon HD 7950 with 2 GB VRAM or more

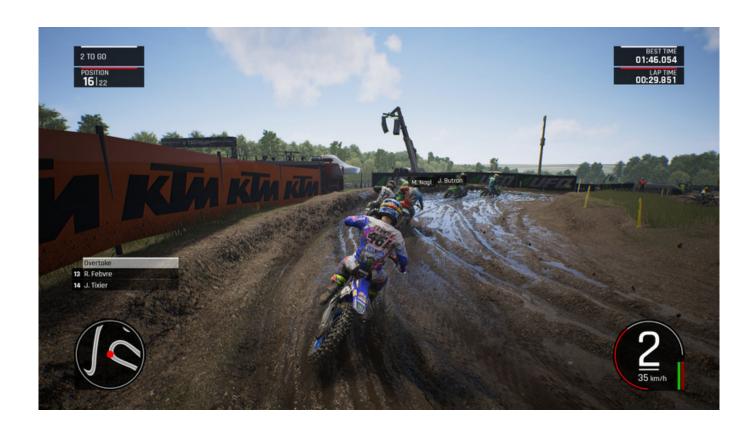
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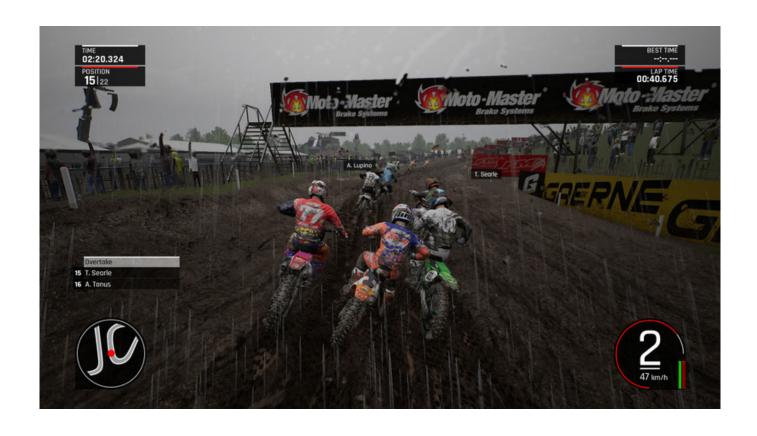
**Storage:** 15 GB available space

Sound Card: DirectX compatible

Additional Notes: \*Laptop versions of graphics cards may work but are not officially supported.

English, French, Italian, German







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#### Ive Played all MXGP Titles.

This is by far the hardest but in a good way. I used to play with AI at realistic on pro physics and could win every race without many problems. Now Medium and they are a tough challenge. Doesnt help my bike is still stock haha.

Alot of replay ability with that. The physics have been reworked alittle from Supercross and are more realistic. The ruts in the game are more important to be used than other titles but still could be deeper to give that feel that you need to follow the lines. Definately a improvement though!!

Graphis are great like always. Game seems to run good on my PC (i7 7700 w/ GTX 1070, 16gb RAM). Loading screens are frequent but quick with a SSD. Overall this is a good title by milestone. Im sure a few of the bugs will be worked out in upcoming updates. It does feel like the bike is "floating" once in a while and doesnt seem to be touching the track. I really hope the multiplayer element stays active in the future. Thats where the true hardcore fun is.

I love how they included the two stokes again. Also, this time, you can use the two strokes in "career mode". This is NOT a sim title and if you expect this, download MX Simulator.....BUT this is a great middle ground for arcade and sim.

GOOD JOB MILESTONE!! KEEP UP THE GOOD WORK!! I WILL CONTINUE TO SUPPORT YOUR TEAM!!. Bike handle like VVVV cant lay it over or even actually turn without almost stopping. The bike constently slides out on every corner, if you even slightly over jump anything you crash if you turn alittle too sharp you crash if get a VVVV hair side ways guess what you crash. Just get mxgp3 or monster energy supercross 1 or 2 but please dont waste your money like i did. Very Good game losts of fun, Offline and Online.

Would recomend if you are into the Motocross schene or genre.

Good for a Pissa Bout.. Well. Buetifull game but...... Not pro phyics at all.... And there is a few bugs. Like, crashing out of nowhere and game crashing if i want to change bike in career. Because I enjoy it. Done deal.. terrible. lags and crashes all the time. cant even get through a whole race. put in for a refund but i have tried to play it for more than two hours so it got denied. extremely upseting.... I think is 1 of the best motorcross games out there, I hope they will make it more realistic with the bike power on the 450cc.

It's to mutch arcad about this game, make it harder and more realistic. Please!!!!. TL;DR: Overall, I am loving the game so far. It has flaws and hopefully sees some post launch support but its my favorite modern MX game.

I see a lot of negative reviews and while the game deserves critisism I think a lot of it is exagurated and people are giving impressions on a stock bike without doing the rider training. NOTE: Do the rider training! I didnt realize it was worth doing but it improves your rider in a number of ways which is a bit silly to hide that fact.

Ill address the common complaints and throw in my \$.02

-Performance/graphics: I'm running a modern i5, SSD, 16gb RAM and 970 GTX. At 1080p with everything on max except bloom and motion blur I get a solid 60 fps on most tracks and 50 in the compound. I do not get the stuttering that it seems some people are getting, maybe I'm just lucky. The game looks great. Seeing the "ruts" fill up with water is pretty cool although it is a bit overdone and looks like you are just riding in a river by the end of the race. There is a distinct lack of water effects from riding through it on the track but its not nearly as bad as MX vs ATV All Out. My main complaint for the graphics is your back

tire. It doesn't really appear to spin or change speeds apart from going and stop. There is particle effects kicked up from other bikes but your back tire appears lifeless

- -AI: Is pretty mindless. They have one line in which they take and that is pretty well the extent of it. If you are in the way of that line they will crash into you
- -Ruts and berms: The track deformation does affect gameplay however not really in a way I had hoped. The track gets beat up but really all it does is make it rougher and easier to go down but true ruts are never formed. However, even if they were, you would just slide out of them which leads into:
- -Handling: I really enjoy the handling of the game (have only played on PRO). If you have played previous MXGP games you have a pretty good idea of what you are getting into. The back end slides out a bit more than I feel it should but its not nearly as bad as people are making it out to be. Again, put some better tires on your bike, do the training and its entirely different from when you first start up the game. You need to feather the throttle a bit to keep traction coming out of turns.

As far as the crashing on overjumps I see a lot of people saying its overdone however when I have watched gameplay of people complaining about it they are usually landing hard on their back wheel and wondering why they crash. I have crashed on a couple overjumps I felt as though I shouldn't have, used rewind and made sure I landed proper and rode away without a crash. No issue from me here.

My main complaint is the berms and how far over you can lean the bike before crashing. Some tracks have a hard, sharp berm on the outside corner. You should be able to lean the bike over and rail the corner. Instead you will either just blow over the top edge or crash from leaning over too hard. Apart from that I really enjoy the handling of the bikes.

Air Control: Again, do the training, it improves your air control and scrubs. Whips and scrubs, pretty well same as all the other MXGP games but a little bit better. Free in the sense that you can go as far as you want with them but not free like MX vs ATV games. The scrubs work pretty good to keep you low if you carve the face of the jump right but it wont let you do a Bubba scrub due to crashing from leaning over too hard. The air control is still fairly stiff but I feel as though its better than any previous MXGP games (note: I didnt play 3). I don't care about whips so I do not mind the air control although it could be improved

Sound: You're best off just watching a couple youtube videos if you are picky about the sound. Its passable to me.

Tracks: Same affair as previous games. Youre getting licenced tracks for better or worse. Personally, I don't like a lot of the tracks and I am hoping for some more North American style tracks down the road. The compound is pretty good.

Customization: Its gonna be a grind if you want to spruce up you're bike and rider. I don't really care about much of that apart from throwing the best components on my bike but there seems to be a pretty good deal of options to choose from if thats your thing.

I'm having a sensational time with the game. It surpassed my expectations.

Coming from MESX, MXGP Pro is punishing and shows a upgraded physics in comparison to the Supercross title from earlier this year.

It takes a good amount of practice, for an arcadish game, for you to get the groove on.

I found it to have a good amount of stuff to chew on from the perspective of a skill based game. It's not a MX simulator neither MX Bikes level.

Best motorcross game I've played on. Deffinetly a recommendation, although it needs some patches love, on a down side.. really good best mxgp so far. Without a doubt the most entertaining game I've played in a while. Gorgeous graphics, fluid gameplay and overall a highly enjoyable challenge!. Pretty awesome game, little bugs here and there but everything runs smooth. Definatly worth the buy if you're looking for a newer mx game!

Has a ton of customization as well.

Only thing I would change is the 2 strokes sound. Way off and pretty annoying to the point you don't really want to race them.. after hearing how bad the air time control was meant to be i wasnt real keen on buying it until i could wait no longer and bought it and well everything feels amazing and with the air control feels sic people who are complaining are just to stupid to know how to do it right. a lot of bugs all the time. Lots of fun, don't regret spending my money on a game like this!. \u2665

### Pros:

- Graphics are pretty good!
- Lots of custom components and gear.
- Net coding is much better for online multiplayer.
- More bike brands are available.
- 2 strokes!!!
- Challenging AI

#### Cons:

- Respawn to instant crash sometimes.
- Bike graphics are glitched in the pits sometimes.
- Parts and gear cost a rediculous amount of in-game currency.
- Weather is always random in multiplayer... always.
- In-air physics are still pretty stiff.
- Most of the tracks are way too narrow.

===[ Audience: ]===
$\square$ Kids
☐ Everyone
Casual players
Pro players
===[ Graphics: ]===
☐ Potato
☐ Really bad
$\square$ Bad
$\square$ OK

<ul><li>☐ Good</li><li>☑ Beautiful</li><li>☐ Masterpiece</li></ul>
===[ Price/quality: ]===  □ Full price □ Wait for sale □ Average □ Refund it if you can □ Don't do it
===[ Requirments: ]===
===[ Difficulty: ]===  □ Depends on your skill □ You just need 2 arms □ Ez □ Easy to learn / Hard to master ☑ Hard (first few hours) □ Dark Souls
===[ Game time/length ]===  □ Really short ( 0 - 2 hours)  □ Short ( 2 - 8 hours)  □ Few hours ( 8 - 12 hours)  □ Long ( 12+ hours)  ☑ Endless
===[ Story ] ===  ☑ It doesn't have ☐ There is a story but gameplay isn't focused on it ☐ Still better than Twilight ☐ Average ☐ Good ☐ Fantastic
===[ Bugs ]===  ☐ Game itself is one big BUG ☐ Bugs destroying the game ☑ Lot of bugs ☐ Few Bugs ☐ You can use them for speedrun ☐ Nothing
Rating: 8/10
Motherboard: Asus 970 Pro Gaming/Aura GPU: GeForce GTX 1050 Ti

CPU: AMD FX-8370 Eight-Core Processor

Memory: 16 GB RAM

Current resolution: 1920 x 1080, 60Hz

Operating system: Microsoft Windows 10 Pro. I have all the MXGP games as well as Monster Energy Supercross. I get along fine with all of those but I struggle with this one. I can't get the controls figured out. Sometimes the bike turns and other times it

doesn't. I'm done with this one.

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