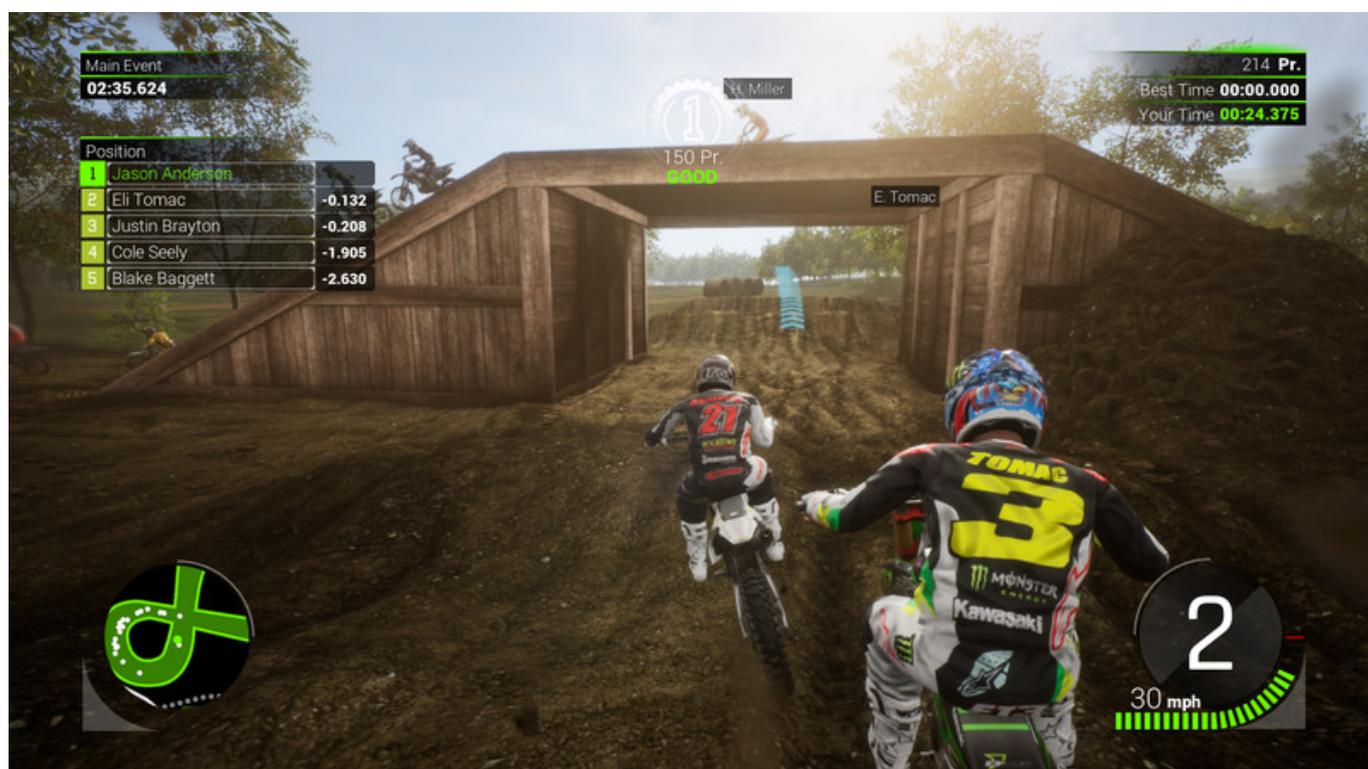


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## Monster Energy Supercross - The Official Videogame 2 Activation Code [Password]



Download ->>>>>> <http://bit.ly/2JXPOpO>

### About This Game

The official Monster Energy AMA Supercross Championship game is back!

#### **Live like a champion with the updated career mode.**

Take part in more activities through your agenda: from Monday until the race weekend you will complete challenges, find new sponsors and meet fans to obtain incredible prizes!

#### **Train hard in the Compound.**

A vast area where you can ride freely and put your custom rider's skills to the test, competing against rivals on four different tracks. You can put your leaning, starting, braking, cornering and scrubbing abilities to the test here.

#### **Tackle competitions like a hero.**

Compete against more than 80 official 250SX and 450SX championship riders, including Jason Anderson, Marvin Musquin and, for the first time ever, the acclaimed Eli Tomac!

#### **Your face, your style, your personality.**

A new customisation mode with more than 3000 objects to create the bike of your dreams with aftermarket components. Customise your avatar with new options including beards, tattoos, earrings, hats; as well as skin, eye, hair and eyebrow colours. Choose how to celebrate victory: after all, we all have our lucky moves!

#### **An upgraded track editor.**

Additional features and simplified accessibility thanks to the new graphic interface. Designing, constructing and sharing your

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custom tracks with the community will be easier thanks to the upgraded track editor!

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Title: Monster Energy Supercross - The Official Videogame 2

Genre: Racing, Simulation, Sports

Developer:

Milestone S.r.l.

Publisher:

Milestone S.r.l.

Release Date: 8 Feb, 2019

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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

**DirectX:** Version 11

**Storage:** 10 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

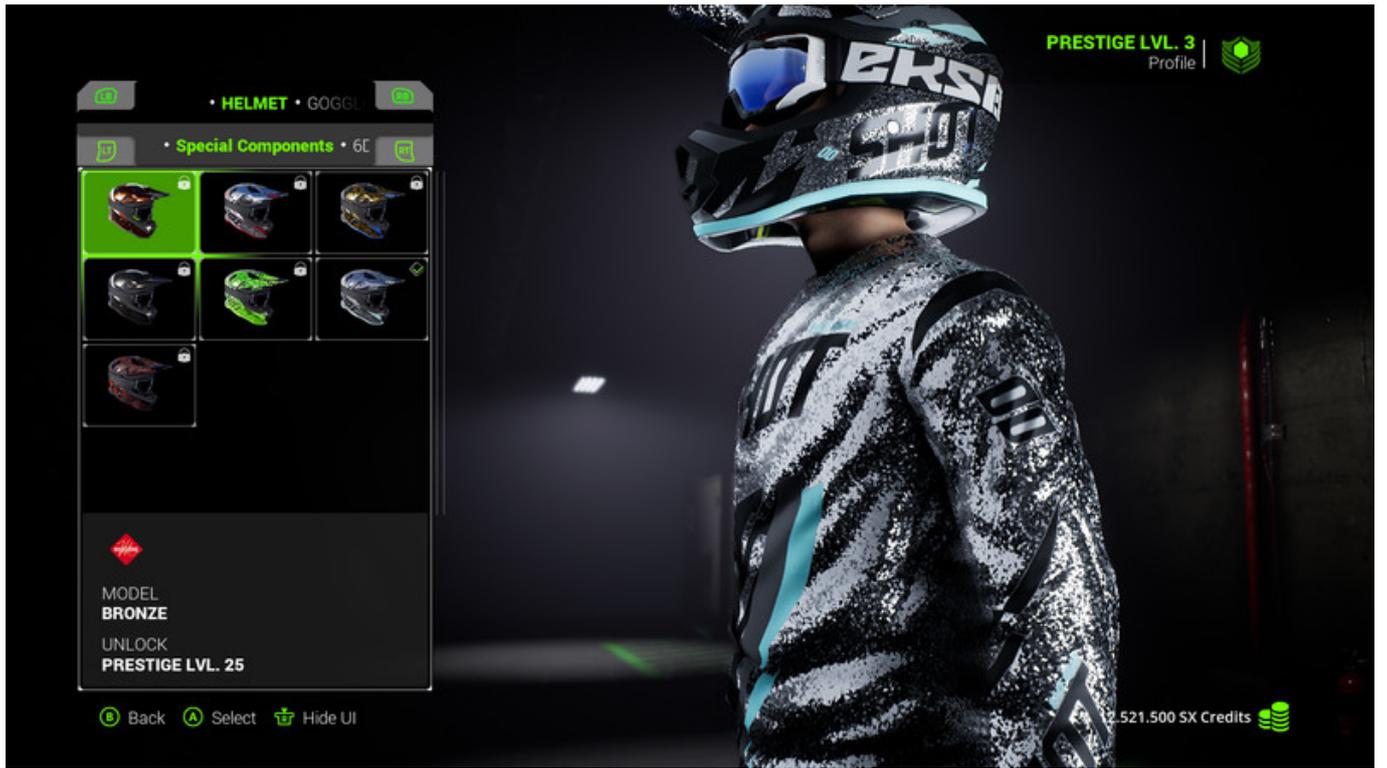


Main Event  
01:04.324

711 Pr.  
Best Time 00:00.000  
Your Time 00:53.767

- Position
- 7 Joshua Grant
  - 8 Dean Wilson
  - 9 Eli Tomac
  - 10 Alex Ray
  - 11 Austin Politeali





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Yes buy it if you want, it is not my money lmao. If you got a big blicky and can handle a 450 then follow my twitch @WoahAqua :). I want to play a game to connect with it and have fun. Whether it achieves that in a way that is more like the real thing or quite different I don't care. A lot of the tracks kind of feel like toys, slow and lack the racing feel, and feel quite rough even without ruts in the game. Custom tracks are very soft and smooth in comparison and can be an especially great experience with a well-enough designed track, despite track editor limitations. I do very much like a few tracks I have made with hundreds of laps done. I like that I can make very different styles of tracks and also have them designed for much faster paces. Other than two of the compound tracks (locked behind career) and my own. I don't really find the tracks offline and online enjoyable. I have quite enjoyed the feeling of shifting gears and using brakes hard into corners, and being able bring the back end around with the rear brake, although the rev range of the motors do feel a little short to me. I experience a lot of rider and bike control unpredictability, especially slow tight cornering, and it can be quite frustrating. The way of the scaling, view, and weighted control leave very little room for correction, and side-by-side riders are very likely to clash and ruin each other's efforts. Menu interfaces are slow and most don't loop around. I generally feel the punishments of the game outweigh the enjoyments, however my track editor/custom track experience is quite different and much more positive and thorough in enjoyment. I wish the game could help more with creating a community of track making, rather just lists of newest, most liked, most downloaded, tracks I've favourited, and my own. The search function only searches track names (not creators). Custom tracks and editor completely unavailable when playing offline.. Pros

Good Graphics

Track editor

Tons of different clothing options

Bike customization

Sponsor specific decals

Career mode is fun, based off the 2018 season

Cons

The flow on some tracks feel just quickly made with no rythm

The steering can be clunky

Cloths and bike parts are crazy expensive

Money is hard to make

No tricks or stunts ( I know its supercross but still )

Whips are stiff and weird

22 hours into the game. I'm glad i bought it.

.Not worth 50\$. Wait till they fix it and lower the price about 45\$. Don't be fooled!!. The currency inflation is too high.

Neck braces still don't show up at all in gameplay

FMF pipes are still going the wrong way in terms of performance after 3 years of milestone games

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track editor has become far more clunky than the last game. The worst game they have made to date.... same graphics, same gameplay , same kits and bikes.... same everything apart from new tracks.

poor AI

Poor physics

Poor realism i mean riding along overtaking AI and they suddenly gain a boost and hit a tripple when you can only double when your overtaking them on the face of the jump isnt very realistic.

AI are lets face it made by a simpleton that does'nt understand motocross they don't recognise a player in the "set line" and hit you or knock you off... they don't slow down and also don't fall off.

Cornering in the rain... you slide for 10♥♥♥♥♥♥♥♥miles and cannot stop.... you wheel spin for ages or bog down and nearly stall the engine.

~What a waste of money once again.

DONT BUY THIS CRAP. This is a bloody good top notch game, partially mired in performance issues and general bugs. \*See Notes\*

The gameplay is **extremely good**, and while at first seems a bit iffy with the dual stick system its pretty simple once you just map lean forward and back to your movement stick. Then it plays like any other MX or SX game on the market.

The season system is a bit funky but its something a bit different for a change, with "days" in between races where you select between a few options to mess around with when not at the track. Personally I quite like it.

The bikes are all relatively similar with some more suited for flowing tracks and others for more stop/start events. Several customisation options and colour choices means you have plenty of vanity items to peruse and chose from for your bike & rider.

Track wise there are 17 versions with dry, wet and raining variants and two main catagories (250/450). Some are fast flowing with big air, some are tight twisty switchbacks with challenging whoops and rhythm sections. 250 is 9 or 10 races per season, 450 is 17 races. Also included is a large "compound" free roam area to practice your skills and control.

And thats just the stock game. There is a track designer tool, for those with the will to add more tracks and make a fully custom season featuring tracks from the community \*see notes\* or personally made for an extended racing experience.

While the price tag might seem a tad high, the game is actually value for money. I rate it a good 8/10 in its current form (including bugs).

\*NOTES / The TLDR Section \*

Extremely crap performance on anything but the lowest of settings on AMD hardware, likely due to the major issues Microsoft caused with its Windows 10 january patch and R700 cards (which still is not resolved properly). Im playing at the almost the lowest settings possible to maintain 60 fps. Will absolutely require patching.

Currently no community track support via steam workshop. May change in the future.. Really good game tbh. Two bad things: Xbox 360 controller works bad with this game and the DLCs Camo pack and the outfit starting pack texture is bugged at the time i'm writing this but overall it's a really good game.. amazing its epic riding is awesome same with sand its so realistic its amazing i love it as you have seen i have played 8 hours its just 10.5/10 i would reccomend this all day. This game has been a lot of fun so far! I am really happy to say I have enjoyed this game and everything it entitles. Of course there are some bugs and some weird stuff, but one you start to learn the mechanics and the way the game plays it becomes a whole different game that is very enjoyable. The last MX game I honestly enjoyed was reflex, I have played all of the MX vs ATV series and it gets too boring while MX simulator gets so difficult for a causal consumer that you don't have fun playing. I find this game is a happy medium.

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Overall this is a decent game, the only frustrating thing is trying to hit the same rythem lap after lap. It feels like a guessing game to me. Not sure if i would recommend this game to anyone. Definitely the best Milestone game to date. Still lots of room to improve but a great experience if you are a fan of the sport.. This game is a really good game in my opinion. The physics are much better then MXGP PRO and air physics are better then the old SX game.

one bad thing is that there are nearly nothing new in the gears and helmet section, well for example FXR and Unit are new to the game but there are barely any new fox, ANSR, Thor gear and they have produced new gear IRL. same on helmet and boot side, there are nearly nothing new and that really sucks in my opinion.

Bike Graphics are also the same as previous years, I mean it can not be so hard to make some new designs. There are also no Factory gear or graphics so that sucks but there is MODS that is super easy to download so you get that but still would be nice to have that in the game OG.

There are also no 2 strokes in the game, and that is the most bad thing about the game in my opinion i mean there was 2 strokes in MXGP PRO so why throw it away again. Well just to hop that they add it in a update or a DLC.

The new compound are tho the best made this far, super fun and gnarly tracks to ride and big open areas to ride around and play around on. You need to make progress in the Career to unlock the tracks and different areas around the tracks but still solid work on the compound.

I still think this is a good game and the physics and graphics are amazing so it is still a game worth buying if you like motocross and SX. The compound is super cool and fun and well even if there is old gear and graphic kits i think this is a solid game and really fun. And like i said, there are MODS to download so you get new kits and factory gear so if you do that it is no problem on the gear and graphic kit side either. From a Mx Rider perspective this game is Pretty good. Its basicly the same game as last year with some career tweaks and some track editor tweaks. They say they made it harder and more realistic however i feel they just made it hard to turn and you wreck ALOT on landings. Overall the game is ok. I personally will never be buying another one of these games. They are treating it like madden and releasing a new game every year with very small changes. For me this is not worth the money if you have supercross 1. very disappointed.

Whips are still very bad and not unlocked.

Terrain does not deform or even make ruts. Even on long and real thing.

Turning feels like you are turning a semi truck not a dirtbike.

character creator is very weak and lacking.

track editor is very weak and lacking.

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