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[Capcom Snaps Up MotoGP License](#)

Games coming soon

MotoGP is something all testosterone-based living beings can love. It's got horse power, a lot of highly skilled pilots, it's very fast paced and there's plenty of drama involved. And don't forget the crashes. Man, those guys can really take hits to the head (I guess the helmet really helps there). Until now, the MotoGP series published by [Capcom](#) only targeted PlayStation 2 gamers. It acquired the rights to the PS2 license for MotoGP in 2007, while THQ continued to retain rights related to PC and Xbox games featuring MotoGP bikes and [riders](#). But yesterday, Capcom revealed an agreement with Dorna Sports, the company that has the exclusive right to negotiate on the use of the MotoGP license. The agreement states that Capcom is now the sole owner of the right to develop videogames based on the license for all hardware platforms. For the next five years, Capcom is planning on creating a wide array of titles featuring motorcycle racing for all the current gen consoles, as well as for handhelds and PCs. Mark Beaumont, who is executive vice president and head of Capcom consumer software publishing in the Americas and Europe, stated: "We are very excited to have signed this long term agreement with Dorna Sports, which for the first time grants one publisher worldwide multi-platform rights to the adrenaline fuelled world of MotoGP. We feel this move to a single publisher will greatly benefit our ability to develop titles that deliver more authenticity and excitement to the consumer." So, if you're into engines and horse power and you have a craving to race on Honda, Yamaha, Suzuki, Ducati, Kawasaki or KTM and take on the role of such pilots as Kasey Stoner, Valentino Rossi, Nicky Hayden or Dani Pedrosa, look out for more announcements coming from Capcom. As soon as any news regarding a game developed based on this license appears, we'll be sure to bring you the details.