



Le Mans Ultimate to Launch Full 1.0 Release on July 22, 2025, Introducing Mercedes AMG LMG3 Evo, Aston Martin Valkyrie, and a Glimpse Into the Future

June 13, 2025

MIAMI, June 13, 2025 (GLOBE NEWSWIRE) -- Motorsport Games Inc. (NASDAQ: MSGM) ("Motorsport Games" or "the Company") today revealed the next major chapter for *Le Mans Ultimate*, announcing the game's official 1.0 release date for July 22, 2025. This milestone marks the conclusion of the title's Early Access period and the beginning of a new phase in its development—one driven by community feedback, technical growth, and an unrelenting passion for endurance racing.

The "version 1.0" release builds upon five major updates delivered since the Early Access launch in February 2024, introducing a refined experience alongside new headline content. Leading the way in the full release will be two major additions to the grid - the striking Mercedes AMG LMG3 Evo and the Aston Martin Valkyrie AMR LMH. Both vehicles will be available free to all players as part of the base game.

The Mercedes AMG LMG3 Evo marks the return of the three-pointed star to Le Mans competition for the first time since 1999. Alongside it, the Aston Martin Valkyrie brings a visceral new level of immersion, with its Adrian Newey-designed silhouette and thunderous 6.5L naturally aspirated V12 is a unique offering and expected to offer players a truly memorable experience.

These additions arrive alongside another reward to the community: all official 2025 team liveries across the FIA WEC grid showcased in the season to date will also be added free of charge, ensuring players can immerse themselves fully in the latest FIA World Endurance Championship season.

Since launching in Early Access, *Le Mans Ultimate* has seen rapid evolution. Players have received not only the complete 2023 and 2024 WEC season content, but also a growing suite of systems and tools. These include RaceControl-powered online events and championships, the innovative co-operative mode, broadcast overlays, hosted servers, and, most recently, the arrival of driver swaps, team management, and custom liveries. Additionally, through a significant patching and hotfix programme, much progress has also been made on product stability.

"This game has always been a labour of love for Studio 397, and the support we've received from our community has kept us focused and determined to deliver," said Stephen Hood, CEO of Motorsport Games. "The 1.0 release is not the end of development—it's the start of something even bigger. We're building the most authentic and ambitious sportscar racing experience possible."

Looking beyond version 1.0, Studio 397 also confirmed that development will continue in key areas, including refinement of recently released features with less time for player feedback such as Teams and Driver Swaps. The team also shared the first glimpse of a new single-player "career mode," currently in production and slated for a Q1 2026 launch. This upcoming feature will allow players to step into the role of a driver within a racing team, evolve their career through performance-based decisions, and even integrate co-driver swaps with their AI team mates and receive offers from top-tier racing teams.

In a final surprise announcement, the Company teased a brand-new addition to the game- the European Le Mans Series (ELMS). This would feature three new circuits: Silverstone, Circuit de Barcelona-Catalunya and Paul Ricard (Le Castellet), alongside the new to Le Mans Ultimate LMP3 category of race cars. Fans can expect this expanded content offer in the near future, with more details to be released in the near future.

With the full release of *Le Mans Ultimate* just weeks away, Motorsport Games and Studio 397 invites players old and new to take their place on the grid and help shape the next era of virtual endurance racing.

To purchase *Le Mans Ultimate*, the *Season Pass*, or individual *DLC Packs*, visit [Le Mans Ultimate on Steam](https://www.lemansultimate.com/steam). Head to www.racecontrol.gg to configure private servers or subscribe RaceControl Pro or Pro+, the latter of which unlocks all DLC content with an active subscription.

About Motorsport Games:

Motorsport Games is a racing game developer, publisher and esports ecosystem provider of official motorsport racing series. Combining innovative and engaging video games with exciting esports competitions and content for racing fans and gamers, Motorsport Games strives to make racing games that are authentically close to reality. The Company is the officially licensed video game developer and publisher for iconic motorsport racing series including the 24 Hours of Le Mans and the FIA World Endurance Championship, recently releasing *Le Mans Ultimate* in Early Access. Motorsport Games also owns the industry leading rFactor 2 and KartKraft simulation platforms. rFactor 2 also powers F1® Arcade through a partnership with Kindred Concepts. Motorsport Games is also an award-winning esports partner of choice for the 24 Hours of Le Mans, creating the renowned *Le Mans Virtual Series*. Motorsport Games is building a virtual racing ecosystem where each product drives excitement, every esports event is an adventure, and every race inspires.

For more information about Motorsport Games visit: www.motorsportgames.com.

Forward Looking Statements

Certain statements in this press release which are not historical facts are forward-looking statements within the meaning of Section 27A of the Securities Act of 1933, as amended, and Section 21E of the Securities Exchange Act of 1934, as amended, and are provided pursuant to the safe

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Le Mans Ultimate is set to be full released on 22nd July 2025, including the Aston Martin Valkyrie AMR and the Mercedes AMG LMG3 Evo. Additionally, the European Le Mans Series content is confirmed for the title as well as future plans for a career mode.

harbor provisions of the Private Securities Litigation Reform Act of 1995. Any statements in this press release that are not statements of historical fact may be deemed forward-looking statements. Words such as “continue,” “will,” “may,” “could,” “should,” “expect,” “expected,” “plans,” “intend,” “anticipate,” “believe,” “estimate,” “predict,” “potential,” and similar expressions are intended to identify such forward-looking statements.

These forward-looking statements include, but are not limited to, the statements concerning releasing version 1.0 of Le Mans Ultimate on July 22, 2025, beginning a new phase in the development of the game driven by community feedback, technical growth, and an unrelenting passion for endurance racing, the Mercedes AMG LMGT3 Evo and the Aston Martin Valkyrie AMR LMH being available free to all players as part of the base game, offering players a truly memorable experience, adding all official 2025 team liveries across the FIA WEC grid showcased free of charge, the 1.0 release being not the end of development but the start of something even bigger, building the most authentic and ambitious sportscar racing experience possible, continuing development in key areas, including refinement of recently released features with less time for player feedback such as Teams and Driver Swaps, launching single-player “career mode” in Q1 2026, allowing players to step into the role of a driver within a racing team, evolve their career through performance-based decisions, integrate co-driver swaps with their AI team mates and receive offers from top-tier racing teams, adding the European Le Mans Series to the game, offering expanded content in the near future, making racing games that are authentically close to reality and building a virtual racing ecosystem where each product drives excitement, every esports event is an adventure, and every race inspires. All forward-looking statements involve significant risks and uncertainties that could cause actual results to differ materially from those expressed or implied in the forward-looking statements, many of which are generally outside the control of Motorsport Games and are difficult to predict. Examples of such risks and uncertainties include, without limitation, the ability to release version 1.0 of Le Mans Ultimate as planned, the ability to begin a new phase in the development of the game driven by community feedback, technical growth, and an unrelenting passion for endurance racing, the ability to build the most authentic and ambitious sportscar racing experience possible, the ability to continue development of the game in key areas, the ability to launch single-player “career mode” as planned, the ability to offer expanded content in the near future and the ability to make racing games that are authentically close to reality and build a virtual racing ecosystem where each product drives excitement, every esports event is an adventure, and every race inspires.

Additional factors that could cause actual results to differ materially from those expressed or implied in the forward-looking statements can be found in Motorsport Games’ filings with the Securities and Exchange Commission (the “SEC”), including its Annual Report on Form 10-K for the fiscal year ended December 31, 2023, as well as in its subsequent filings with the SEC. Motorsport Games anticipates that subsequent events and developments may cause its plans, intentions and expectations to change. Motorsport Games assumes no obligation, and it specifically disclaims any intention or obligation, to update any forward-looking statements, whether as a result of new information, future events or otherwise, except as expressly required by law. Forward-looking statements speak only as of the date they are made and should not be relied upon as representing Motorsport Games’ plans and expectations as of any subsequent date. Additionally, the business and financial materials and any other statement or disclosure on, or made available through, Motorsport Games’ website or other websites referenced or linked to this press release shall not be incorporated by reference into this press release.

Website and Social Media Disclosure

Investors and others should note that we announce material financial information to our investors using our investor relations website (ir.motorsportgames.com), SEC filings, press releases, public conference calls and webcasts. We use these channels, as well as social media and blogs, to communicate with our investors and the public about our company and our products. It is possible that the information we post on our websites, social media and blogs could be deemed to be material information. Therefore, we encourage investors, the media and others interested in our company to review the information we post on the websites, social media channels and blogs, including the following (which list we will update from time to time on our investor relations website):

Websites	Social Media
motorsportgames.com	Twitter: @msportgames
	Instagram: msportgames
	Facebook: Motorsport Games
	LinkedIn: Motorsport Games

The contents of these websites and social media channels are not part of, nor will they be incorporated by reference into, this press release.

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A photo accompanying this announcement is available at <https://www.globenewswire.com/NewsRoom/AttachmentNg/b71104ac-828d-4950-9460-d0577a65012c>