



Le Mans Ultimate Releases First European Le Mans Series Content Alongside Enhanced Custom Liveries, Regional Servers and More

September 23, 2025

MIRAMAR, Fla., Sept. 23, 2025 (GLOBE NEWSWIRE) -- Motorsport Games Inc. (NASDAQ: MSGM) ("Motorsport Games" or "the Company"), a racing game developer, publisher and esports ecosystem provider of official motorsport racing series, today released *Le Mans Ultimate* Version 1.1. Following a landmark summer that saw the game achieve record daily and concurrent player numbers with its Version 1.0 launch, the latest update delivers significant new content and features that expand both the scope and accessibility of the title.

The headline addition in Version 1.1 is the introduction of the **European Le Mans Series ("ELMS")**, marking the first time the championship has been officially represented within *Le Mans Ultimate*. All players will receive free access to ELMS liveries and the unrestricted LMP2 car, revised with updated physics. Version 1.1 also debuts the first ELMS Pack, priced at £8.99/€9.99/\$11.99, or available as part of a discounted Season Pass priced at £21.99/€24.99/\$28.99 with a 10% launch discount available for a limited time.

Pack 1 features the iconic **Silverstone Circuit** - home of motorsport in the United Kingdom - alongside the **Ligier JS P325 LMP3**, offering players an all-new prototype class and one of endurance racing's most exciting formats. Additional ELMS packs will follow later in 2025 and into early 2026, introducing more tracks and cars to complete the grid.

In parallel with the new series, Motorsport Games and Studio 397 B.V., its wholly owned subsidiary, are enhancing the highly popular **custom livery system** for subscribers to RaceControl Pro and Pro+, which has already seen over 93,000 uploads since its June debut. Version 1.1 allows players to use their liveries in single-player Race Weekends, adds support for custom numbers, and extends compatibility across practice and hosted servers. The update also introduces **LiveryHub**, enabling creators to share their designs publicly and allowing teams to easily adopt community liveries in-game at the click of a button on www.racecontrol.gg.

To further strengthen the popular multiplayer experience found in *Le Mans Ultimate*, Version 1.1 is introducing **regional hosted servers** in Asia and North America, complementing existing European infrastructure to reduce latency and improve experience for users hosting races in these regions.

Version 1.1 brings further improvements across the platform, including refinements to car selection menus, the addition of native TrackIR support, and the introduction of Simplified Chinese language. Driver Rank brackets have also been rebalanced to ensure more consistent progression and competition within online play.

"This update represents another step forward for *Le Mans Ultimate* as we build on the incredible momentum of the summer," said Stephen Hood, CEO of Motorsport Games. "With the addition of the European Le Mans Series alongside multiple experience improvements, we are reinforcing our commitment to delivering the most authentic and engaging endurance racing experience possible. Our players are at the heart of everything we do, and their passion continues to drive us to innovate and expand the game."

For more information on *Le Mans Ultimate*, visit www.lemansultimate.com or follow @LeMansUltimate across social media.

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* Version 1.0 featuring new cars, updated 2025 content and additional improvements. 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, the related conference call and webcast 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 harbor provisions of the Private Securities Litigation Reform Act of 1995. Any statements or information in this press release, the related conference call and webcast that are not statements or information 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 building on the incredible momentum of the summer, delivering the most authentic and engaging endurance racing experience possible, innovating and expanding the game and 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.

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Silverstone and the Ligier JS P325 LMP3 form Pack 1 of 3 for European Le Mans Series content on *Le Mans Ultimate*. This is coming alongside more updates to the game including regional hosted servers and custom livery improvements amongst others.

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 continue development of *Le Mans Ultimate* in key areas, the ability to add the European Le Mans Series to the game and deliver single-player career mode as planned 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 the Company's filings with the SEC, including its Annual Report on Form 10-K for the fiscal year ended December 31, 2024, its Quarterly Reports on Form 10-Q filed with the SEC during 2025, as well as in its subsequent filings with the SEC. The Company anticipates that subsequent events and developments may cause its plans, intentions and expectations to change. The Company 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 the Company's plans and expectations as of any subsequent date.

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

motorsportgames.com

Social Media

Twitter: [@msportgames](https://twitter.com/msportgames)

Instagram: [msportgames](https://www.instagram.com/msportgames)

Facebook: [Motorsport Games](https://www.facebook.com/MotorsportGames)

LinkedIn: [Motorsport Games](https://www.linkedin.com/company/MotorsportGames)

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/d3c8be9a-6a4d-4cc1-b8b3-16b5b8381b41>