Le Mans Ultimate Releases Version 1.2 Update, Introducing Paul Ricard Racing Circuit, Ginetta LMP3 Race Car, Alongside Physics Overhaul, Online Competition Refinement and Team Online Championships

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MIRAMAR, Fla., Dec. 09, 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 series, is today releasing version 1.2 of *Le Mans Ultimate*. This final major update of 2025 delivers one of the most significant expansions to the title since launch, introducing new European Le Mans Series content, major physics and performance upgrades, substantial online racing improvements, and enhanced Online Championships and engineering functionality.

Le Mans Ultimate Releases version 1.2



Le Mans Ultimate Version 1.2 launches December 9, introducing major new content and system improvements. The update adds Circuit Paul Ricard and the Ginetta G61-LT-P3-EVO as part of the ELMS Season Pass, alongside a comprehensive physics overhaul including improved RealRoad behaviour, wet-weather realism and new wheel-rim heating. Performance is boosted through texture streaming, while online racing benefits from a new Badge System, LiveSteward incident monitoring and Easy Anti-Cheat integration. Team Onlin

Version 1.2 continues the rollout of the officially licensed **European Le Mans Series Season Pass**, adding **Circuit Paul Ricard (Le Castellet)** - the famed French motorsport venue - alongside the **Ginetta G61-LT-P3-EVO LMP3** sports racing car. Paul Ricard has a fast, technical layout and is characterised by its fast-flowing nature, while the LMP3 car from British manufacturer Ginetta, introduces a distinct handling profile with its 2025-spec aerodynamics. Both pieces of content are automatically available to Season Pass holders and RaceControl Pro+ subscribers, or available to purchase as an individual pack priced at £8.99/€9.99/$11.99.

This release also introduces extensive improvements to the simulation's underlying physics. The **RealRoad** system responsible for surface temperature, rubber build-up, and evolving grip has been reworked to more accurately distribute rubber across the racing line and to differentiate grip levels between low and high-speed corners, alongside more realistic wet-weather behaviour. For vehicle physics improvements, **wheel-rim heating** expands the depth of the tyre model by allowing heat transfer between brakes, rims, and tyres as well as the surrounding atmosphere.

Texture streaming has been added to the game's underlying engine - enabling higher visual fidelity on lower-to mid-range GPUs while improving frame-rate stability for all players. This technology also allows higher detail levels during driver-swap transitions in endurance events, and forms part of the work being undertaken that is required for a future expected console release.

With online racing at the core of the *Le Mans Ultimate* experience, Motorsport Games is introducing new systems designed to promote cleaner competition. A new **Badge System** tracks each player's contact behaviour across their last ten races, assigning ratings such as "Good," "Trusted," or "Warning." This metric exists alongside **Safety Rank** and provides players with immediate insight into the driving standards of those around them. Persistent poor conduct will trigger escalating automatic bans, including probation states for repeat offenders. These badges may also be used in online matchmaking, helping new players find safer beginner lobbies.

Complementing this system is **LiveSteward**, an automated rules engine that will analyse incidents and apply penalties to players. While initially limited to backend monitoring during testing a testing phase, **LiveSteward** will be honed by the development team to reduce chances of false positives. It is expected to expand over time to assess unsafe rejoins and more nuanced car-to-car contacts. Additionally, to further reinforce competitive integrity, Version 1.2 integrates **Easy Anti-Cheat**, widely used across the industry to prevent tampering and malicious behaviour. The system blocks unauthorised memory modification and prevents server access for clients without validation to make competition fairer and more transparent.

The update also introduces **Team Online Championships**, available only to RaceControl Pro and Pro+ subscribers and allows structured, multi-race team competitions within the game. These are expected to form the basis of the upcoming Le Mans Virtual qualifiers in early 2026. In addition, the long-awaited **Engineer Mode** is now live, enabling team members to manage pit strategies for their drivers.

Additional improvements include Japanese language availability, updated visual damage modelling, further tyre refinements for LMP2, LMP3, and LMGT3 classes and an in-game native telemetry recording tool, amongst other refinements.

"Version 1.2 reflects the ambition and momentum behind *Le Mans Ultimate* as we close out an incredible 2025," commented Stephen Hood, CEO of Motorsport Games. "From new European Le Mans Series content and substantial physics improvements to major upgrades in online gameplay and performance, this update shows our commitment to growing and polishing the experience based on community feedback. While this is our final release of the year, development continues at full speed as we prepare new content, new features, and the next phase of *Le Mans Ultimate* in 2026."

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 undertaking work for a future expected console release, introducing new systems designed to promote cleaner competition, Team Online Championships forming the basis of the upcoming Le Mans Virtual qualifiers in early 2026, growing and polishing the experience based on community feedback, development continuing at full speed as Motorsport Games prepares new content, new features, and the next phase of *Le Mans Ultimate* in 2026 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 the Company and are difficult to predict. Examples of such risks and uncertainties include, without limitation, the ability to promote cleaner competition with the new systems introduced by the Company, the ability to grow and polish the experience based on community feedback, the ability to continue development of new content, new features, and the next phase of *Le Mans Ultimate*, 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	**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/89bb635b-9fc3-4ff1-a6b0-a127c99593fd