

Le Mans Virtual Series - Joint Venture Between Motorsport Games and Automobile Club de l'Ouest - Reveals Full Driver Entry List for the 2021-22 Season

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Impressive Rosters for the Endurance Esports Championship Includes Motorsport and Esports Global Racing Stars

MIAMI, Sept. 14, 2021 (GLOBE NEWSWIRE) -- The recently launched **24 Hours of Le Mans Virtual Series**, a joint venture between [Motorsport Games Inc. \(NASDAQ: MSGM\)](#) ("[Motorsport Games](#)") -- a leading racing game developer, publisher and esports ecosystem provider of official motorsport racing series throughout the world -- and the Automobile Club de l'Ouest ("ACO") -- the creators and organizers of the world-famous 24 Hours of Le Mans and promoter of the FIA World Endurance Championship of the Federation Internationale de l'Automobile (the "FIA WEC"), announces today the full entry list for the 2021-22 Endurance Esports Championship.

The 38 team entries feature 177 driver names on the full-season roster list (see the full list [HERE](#)) and include champions and prominent drivers from nearly all major motorsport disciplines, including Formula One, the WEC, INDYCAR, the International Motor Sports Association ("IMSA"), Formula 2 and 3, Formula E and Extreme E, GT World Challenge and more. Participating this season are open-wheel luminaries of motorsport, such as 2009 F1 Champion, **Jenson Button**, F2 racer, **Jack Aitken**, Formula E racer **Sergio Sette Camara**, current INDYCAR Championship points leader, **Alex Palou** and INDYCAR driver and 2019 INDYCAR Rookie of the Year, **Felix Rosenqvist**.

The Le Mans Virtual Series' driver roster also contains some of the most exciting up and coming young professional drivers, including F2 and F3 stars **Liam Lawson**, **Bent Viscaal**, **Victor Martins** and **Caio Collet**, as well as female driver **Beitske Visser**, who races in the W Series and the WEC. The FIA WEC, 24 Hours of Le Mans and IMSA are represented by former champion **Bruno Senna**, plus former F1 stars **Stoffel Vandoorne**, **Harry Tincknell**, **Will Stevens**, **Matt Campbell**, **Yifei Ye** and many other prominent racers.

Demonstrating his racing versatility, **Timmy Hansen** - World Rallycross and Extreme E driver, will race alongside winners from Japan's Super GT, the Super Formula championships and GT racers from all around the world. Rounding out the list of professional racing drivers is last year's 24 Hours of Le Mans Virtual winning line-up, who are reuniting for the Rebellion GPX Williams team to defend their title. Teams making up the rest of the grid include **Team Fordzilla**, **Red Bull Racing Esports**, **Team Redline**, **Panis Racing**, **Team Project 1** and **Team WRT**, among others, plus championship and Le Mans-winning worldwide brands, such as **Alpine**, **Ferrari**, **Porsche** and **BMW**, just to name a few.

Joining this roster of esteemed professional racing drivers are elite competitors from the sim racing scene, including popular names such as **Michi Hoyer**, **Bono Huis**, **Jan von der Heyde**, **Joshua Rogers** and **Kevin Sigg**. There will be 98 sim drivers within the full 177 driver roster.

An overview of the driver roster construction and format is as follows:

- Teams must submit a full-season roster of 4 or 5 drivers.
- A minimum of 2 drivers must be FIA graded (or its equivalent).
- The remaining drivers are sim drivers.
- For each of the first 4 online rounds, teams will nominate 3 drivers from their full season roster 7 days before each race. Of these, one must be an FIA-graded driver (or its equivalent).
- For the 24 Hours of Le Mans Virtual finale – scheduled to be held January 15th and 16th, 2022 in Birmingham, UK at the 2022 Autosport International motorsport show - line-ups will increase to 4 drivers per entry with a minimum of 2 FIA-graded drivers (or its equivalent). An additional 20 entries are expected for the live, televised event, with some of the most well-known motorsport names in the world due to appear.

Given the ongoing calendar uncertainty in real world racing, there is provision within the regulations to allow for the replacement of FIA-graded drivers if the originally nominated drivers are not available.

The combination of top level names from these two racing worlds competing on classic tracks, culminating in the 24 Hours of Le Mans Virtual – the virtual equivalent to the world's greatest sportscar event – promises to deliver exciting and highly competitive endurance events that are guaranteed to thrill esports enthusiasts globally. For those same fans, running alongside the Le Mans Virtual Series will be the Le Mans Virtual Cup [see more info [HERE](#)] – an esports series where anyone with rFactor 2 can compete and earn the opportunity to secure a spot on the grid for the 24 Hours of Le Mans Virtual.

Supporting this year's Le Mans Virtual Series will be some of the world's most high-profile brands, including: **Thrustmaster** as Official Hardware Partner, **Rolux** as Official Timepiece Partner, **Total Energies** as Official Energy Partner, **Goodyear** as Official Tire Partner, **LEGO® Technic** as Official Engineering Partner and **Algorand** as Official Blockchain Partner.

About Le Mans Virtual Series:

Le Mans Virtual Series is a global, elite esports series made up of 5 rounds which bring together endurance racing and sim racing's top teams to compete on some of the world's most famous racetracks. International FIA-licensed real-world drivers are teamed up with leading esports protagonists

Le Mans Virtual Series 2021



Top Level Drivers

to take on endurance classics for a total prize fund of US\$250,000, culminating in the prestigious 24 Hours of Le Mans Virtual which will take place live and televised at the Autosport Show International at the Birmingham, UK. The Le Mans Virtual Series is a joint venture between leading racing game developer, publisher and esports ecosystem provider of official motorsport racing series throughout the world, Motorsport Games, and the Automobile Club de l'Ouest ("ACO") - the creator and organizer of the world-famous 24 Hours of Le Mans and promoter of the FIA World Endurance Championship (FIA WEC).

Round 1: 4 Hours of Monza, Italy	September 25, 2021	Online only
Round 2: 6 Hours of Spa, Belgium	October 16, 2021	Online only
Round 3: 8 Hours of Nürburgring, Germany	November 13, 2021	Online only
Round 4: 6 Hours of Sebring, USA	December 18, 2021	Online only
Round 5: 24 Hours of Le Mans Virtual	January 15/16, 2022	ASI, Birmingham, UK

About Motorsport Games:

Motorsport Games, a Motorsport Network company, combines innovative and engaging video games with exciting esports competitions and content for racing fans and gamers around the globe. The Company is the officially licensed video game developer and publisher for iconic motorsport racing series including NASCAR, INDYCAR, 24 Hours of Le Mans and the British Touring Car Championship ("BTCC"). Motorsport Games is an award-winning esports partner of choice for 24 Hours of Le Mans, Formula E, BTCC, the FIA World Rallycross Championship and the eNASCAR Heat Pro League, among others.

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 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. 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, but are not limited to difficulties, delays in or unanticipated events that may impact the timing and scope of the events and their participants, such as due to difficulties and delays related to the ongoing and prolonged COVID-19 endemic and its variants, and governmental lockdown responses to the actual or perceived threats from this endemic. Factors other than those referred to above could also cause Motorsport Games' results to differ materially from expected results. 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, 2020, its Quarterly Reports on Form 10-Q filed with the SEC during 2021, 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 & @traxiongg
traxion.gg	Instagram: msportgames & traxiongg
motorsport.com	Facebook: Motorsport Games & traxiongg
	LinkedIn: Motorsport Games
	Twitch: traxiongg
	Reddit: traxiongg

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/8af81310-3d49-4dfe-9a0d-f06246f8719a>