

## Le Mans Virtual Series by Motorsport Games Gears Up for Round Two on October 16, 2021

October 14, 2021

**After a thrilling 1st round that saw more than 2.6 million impressions worldwide, the 2nd stage kicks off at 7:30 a.m. EDT on Saturday**

MIAMI, Oct. 14, 2021 (GLOBE NEWSWIRE) -- [Motorsport Games Inc. \(NASDAQ: MSGM\) \("Motorsport Games"\)](#) announced that after a thrilling 1<sup>st</sup> race, the stage is set for round 2 of the Le Mans Virtual Series, the 6 Hours of Spa Virtual, slated for October 16, 2021 at 07:30 a.m. EDT. Saturday's race will feature 38 entries ([entry list HERE](#)). Le Mans Virtual Series is a joint venture between 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 (the "FIA WEC").

The 2021-22 season of the Le Mans Virtual Series consists of 5 rounds, the 2<sup>nd</sup> of which is the 6 Hours of Spa Virtual. The 38 prototype and grand touring endurance entries will compete virtually on the infamous 7 kilometer Belgian circuit, including famous corners and bends such as Eau Rouge, Raidillon, Stavelot and La Source. The live broadcast will feature lead commentary by FIA WEC's Duncan Vincent, together with Chris McCarthy and Lewis McGlade. Full details of how to follow the broadcast and all the action can be found below, including live on [www.lemansvirtual.com](http://www.lemansvirtual.com).

Round 2 of the Le Mans Virtual Series comes on the heels of a successful 1<sup>st</sup> round that saw more than 2.6 million impressions worldwide and a thrilling victory from Realteam Hydrogen Redline. The 1<sup>st</sup> round of the esports endurance racing championship was an action-packed and incident-filled 4 Hours of Monza on September 25, 2021. Monza's more than 2.6 million impressions on official channels during race week alone set the stage for a wildly successful series. Viewers can expect even more thrills and excitement for this coming round! Realteam Hydrogen Redline's drivers Dani Juncadella, Jeffrey Rietveld and Michal Smidl took 1<sup>st</sup> place overall, while GPX Rebellion Esports and team Floyd Bykolles-Burst finished in 2<sup>nd</sup> and 3<sup>rd</sup> place, respectively. Mitchell Dejong, Mack Bakkum and Martin Kronke from the Porsche Esports Team took the Le Mans Grand Touring Endurance honors in a class that featured no fewer than 5 different manufacturers represented. Check out video highlights from the September 25<sup>th</sup> races, which set the stage for an action-packed 2<sup>nd</sup> round, [here!](#)

The Le Mans Virtual Series brings together top-level, real-life drivers such as Jenson Button, Alex Palou, Stoffel Vandoorne, Louis Deletraz and a number of the world's other best sim racers to compete together in 5 endurance races that range from 4 to 24 hours in duration. This year's series will conclude with the 24 Hours of Le Mans Virtual, which will take place live and televised at the Autosport International ("ASI") show in Birmingham, UK in January 2022.

Here is where you can follow all of the weekend's action, live and uninterrupted:

### Friday, October 15, 2021: (all times Eastern Daylight Time)

1:00 p.m. Qualifying show live (**not available on WEC or 24 Hours of Le Mans channels**)  
 1:10 p.m.– 1:30 p.m. Qualifying GTE  
 1:40 p.m.– 2:00 p.m. Qualifying LMP

### Saturday, October 16, 2021:

04:00 a.m.– 6:00 a.m. Warm up  
 7:30 a.m. Le Mans Virtual Series show live  
**8:00 a.m. 6 Hours of Spa - RACE**

### 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 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 in 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 ACO-the creator and organizer of the world-famous 24 Hours of Le Mans and promoter of the FIA WEC. [www.lemansvirtual.com](http://www.lemansvirtual.com)

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

### Le Mans Virtual Series



### How to Watch Spa

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, KartKraft, rFactor 2 and the British Touring Car Championship (“BTCC”), across PC, PlayStation, Xbox, the Nintendo Switch and mobile. 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. For more information about Motorsport Games, visit [www.motorsportgames.com](http://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 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, statements concerning the expected future impact of new or planned products, features or offerings and the timing of launching such products, features and offerings. 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 new product launches, such as due to delays and higher than anticipated expenses related to the ongoing and prolonged COVID-19 pandemic. 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 SEC, which may be found at [www.sec.gov](http://www.sec.gov) and at [ir.motorsportgames.com](http://ir.motorsportgames.com), 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](http://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 these 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
<a href="http://motorsportgames.com">motorsportgames.com</a>	Twitter: <a href="#">@msportgames</a> & <a href="#">@traxiongg</a>
<a href="http://traxion.gg">traxion.gg</a>	Instagram: <a href="#">msportgames</a> & <a href="#">traxiongg</a>
<a href="http://motorsport.com">motorsport.com</a>	Facebook: <a href="#">Motorsport Games</a> & <a href="#">traxiongg</a>
	LinkedIn: <a href="#">Motorsport Games</a>
	Twitch: <a href="#">traxiongg</a>
	Reddit: <a href="#">traxiongg</a>

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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