



24 Hours of Le Mans Virtual eRacing Finale Event to be Broadcast Digitally Around the World

January 14, 2022

Finale of this year's Le Mans Virtual Series to be broadcast January 15 and 16, 2022

MIAMI, Jan. 14, 2022 (GLOBE NEWSWIRE) -- A host of major broadcasters, including **Motor Trend** in the USA and **Eurosport** across Europe and Asia, will televise this weekend's 24 Hours of Le Mans Virtual Series eRacing Finale Event on January 15 and 16, 2022, bringing the exhilarating combined world of motorsport and esports to millions of homes across the globe. This marks the culmination of this year's series, made possible through a joint venture between **Motorsport Games (NASDAQ: MSGM)** and the **Automobile Club de l'Ouest (ACO)**.

A special TV show covering this unique two-day event will be produced live from Paris and will include an expert commentary team made up of FIA World Endurance Championship lead commentator Martin Haven, esports experts Chris McCarthy and Lewis McGlade, motorsport commentator Ben Constanduros, plus "pitlane" reporter Hayley Edmonds. Also in the studio will be current WEC competitor, 2020 Le Mans Virtual driver and FIA F2 and F3 commentator Alex Brundle to bring a driver's eye to proceedings.

The 200 eRacing drivers – representing 39 different nationalities – piloting the 50 cars (4-drivers in each car in rotation over the 24 hours) will be located in 28 different countries. This is fully reflected in the digital interest from broadcasters globally.

Eurosport will cover the full 2-day eRace event live throughout its European regions on **Eurosport Player**, and global coverage will be on **Motorsport.tv**. Also airing the full 24 hours on OTT channels in Europe will be **L'Equipe Live** in France, **Sport 10** (pay TV), **RTBF Auvio** (OTT) in Belgium and **Viaplay** in Sweden, Norway and Finland. **Sport 1** in Germany, Austria and Switzerland will show a special 44 minute program on Sunday evening, broadcasted on free-to-air TV with a potential reach of 72 million viewers.

Motor Trend will cover the full eRace live in North America on its OTT service, while **Star+** will show the 24 Hours of Le Mans Virtual eRacing Finale Event in Latin America plus Brazil. **SuperSport Dstv** will take the broadcast live on its dedicated motorsport channel across Africa, thus extending the coverage to five continents around the world.

Finally, the **ACO and FIA WEC's official social media channels** will be showing all the action live from start to finish, as will the Le Mans Virtual Series official website (www.lemansvirtual.com). The broadcast begins at **7:30 AM EST (13:30 CET/12:30 GMT)** and the famous French national flag will be dropped for the start of the biggest endurance esports event of the year at **8:00 AM EST (14:00 CET/13:00 GMT)**.

More information including press releases, visuals, official poster and a presentation can be found HERE. All information on the event can also be found on www.lemansvirtual.com.

About Le Mans Virtual Series

Le Mans Virtual Series is a global, elite esports series made up of five rounds which bring together endurance racing and sim racing' 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 entirely online. 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). 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 Online only

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"), across PC, PlayStation, Xbox, 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.

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, offerings or events, including, without limitation the Le Mans Virtual Series events, and the timing of launching such products, features, offerings or

24 Hours of Le Mans



How To Watch

events. 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 and at 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), 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
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.

Investors:

Ashley DeSimone
Ashley.Desimone@icrinc.com

US Press:

ASTRSK PR
motorsportgames@astrskpr.com

EU / UK Press:

Swipe Right PR
motorsport@swipterightpr.com

A photo accompanying this announcement is available at <https://www.globenewswire.com/NewsRoom/AttachmentNg/427b79e4-add1-4651-8e04-36f1d42e66d6>