



Motorsport Games' Le Mans Virtual Series followed by more than 81 million fans on live TV, digital streaming and social media throughout the 2021-2022 season

January 24, 2022

The series concludes its 5-month season with racing legends, millions of fans and hundreds of laps

MIAMI, Jan. 24, 2022 (GLOBE NEWSWIRE) -- The five-round 2021-22 Le Mans Virtual Series, which was brought to a glittering conclusion last weekend with the star-studded 24 Hours of Le Mans Virtual, registered impressive, cumulated TV and digital audience figures of more than **81 million** throughout its 5-month season.

The grand finale to the Le Mans Virtual Series held on January 15 and 16, 2022 brought together 50 cars with 200 drivers hailing from 39 different countries. Racers competed on 116 simulators worldwide located in 28 countries on an extremely accurate virtual rendition of the iconic Circuit des 24 Heures in Le Mans, France. Heading a grid of famous racing names and leading the charge in early stages was Formula One World Champion **Max Verstappen**, competing alongside INDYCAR Champion **Alex Palou** and motorsport legend **Juan Pablo Montoya**, among others.

After incredible battles up and down the field between the world's best professional and sim racing drivers representing elite esports teams, the event was won by Realteam Hydrogen Redline, with BMW Team Redline taking victory in the GTE category.

G rard Neveu, Executive Producer of the 24 Hours of Le Mans Virtual and Motorsport Advisor to Motorsport Games: "On behalf of all of us at Le Mans Virtual Series, we want to sincerely thank all our competitors and teams who made this possible, our partners for their unwavering support, and the millions of fans who followed our events and who brought the social media sites alive with their comments of support, passion and race-enthusiasm. "These impressive figures and the quality of the events are clear confirmation that the Le Mans Virtual Series and the 24 Hours of Le Mans Virtual are now firmly established at the very top level of esports and sim racing. Let's now get ready for next season and make it even better!"

An impressive multi-million TV/OTT and digital **audience of over 81 million** enjoyed a slick and authoritative 25-hour TV special seen in countries across four continents, on channels such as Eurosport, Motor Trend, L'Equipe Live and Motorsport.TV.

Some key facts and figures:

- **360,000 hours** were consumed by the #LeMansVirtual audience
- **2.8 million** TV/OTT audience (source: YouGov Sport)
- **78.4 million** digital impressions for 24H Le Mans Virtual (Source : YouGov Sport)
- **30.2 million** social media impressions (FIA WEC, ACO, LMVS) through the season
- **7 million** video views (across FIA WEC, ACO and Traxion GG – Source: Hookit)
- **200** drivers hailing from **39** different nations
- **50** cars split in two classes (29 LMP and 21 GTE)
- **116** simulators located across **28** different countries
- **2** servers (1 main/1 backup) operated rFactor2 and 0 server issues
- **33,000** connections on the official Alkamel timing system (Source: Alkamel)
- **407** laps completed by the winner, #70 Realteam Hydrogen Redline
- Organisation team of **120** people including production, sporting, marketing, media and digital, TV, logistics

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. 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

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Season Finale

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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
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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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