



Motorsport Games Announces rFactor 2 Content Update and User Interface Refresh

February 7, 2022

This is the first of four quarterly updates planned for the simulation during the 2022 calendar year

MIAMI, Feb. 07, 2022 (GLOBE NEWSWIRE) -- [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, announces today the release of the first [rFactor 2 content update and user interface refresh of 2022](#). This content drop, set to continue quarterly, includes the addition of brand new tracks and car chassis from the world of motorsport. The refreshed UI provides users an easy-to-navigate interface that contains all of the optionality necessary for players to create the most authentic driving experience. To view the release trailer, [please click here](#).

The quarterly content and UI updates within rFactor 2 will breathe new life into the simulation platform on a regular basis, consistently providing players with the most robust offering for their virtual racing needs. Motorsport Games expects the updates to revamp and improve both the rFactor 2 platform and user experience. The team has already implemented rFactor 2 into its portfolio of live esports events, such as the 24 Hours of Le Mans Virtual Series and the recently-announced, inaugural [INDYCAR-Motorsport Games Pro Challenge \(kicking off February 9, 2022\)](#). Motorsport Games' commitment to continuously upgrading and improving the overall experience within rFactor 2 will allow the simulation to remain as the top offering available to virtual SIM racers around the world.

"Acquiring rFactor 2 was a massive enhancement to our product offerings, as we believe that it is truly the best-in-class simulation platform on the market today," said **Zach Griffin, Director of Technology at Motorsport Games**. "For the past year, we have not only sought to maintain rFactor 2's customary level of excellence, but iterate and push it further forward in content, user interface and overall capability. We give thanks to the Studio397 team for developing such a robust product and we look forward to releasing future highly requested quarterly content and UI updates for our racers."

"I have used rFactor 2 a tremendous amount to properly prepare for my real life races, as no other simulation provides the same level of authenticity and feel," said **Fernando Alonso, current Alpine Formula One driver, 2-time F1 World Drivers' Champion, 2-time 24 Hours of Le Mans Champion and former Karting World Champion**. "It is of the utmost importance that drivers feel ready to take on challenging circuits and the demands of specific cars and rFactor 2 gives me the tools to be completely comfortable behind the wheel at any track. It has and will continue to be an invaluable resource during my career."

Content additions include the [INDYCAR IR-18](#), the [BMW M4 for the GT3 class](#), the [Ligier JS P320 for the LMP3 roster](#) and the [iconic Daytona International Speedway](#), both the oval and road courses. INDYCAR's IR-18 addition to rFactor 2 is the latest in a line of additions to replicate as many forms of motorsport as possible within the platform, with the INDYCAR-Motorsport Games Pro Challenge providing a showcase event. These cars will give users three highly requested and immensely popular options to race in. Lastly, the implementation of the Daytona International Speedway brings to life the premium endurance racing circuit in the U.S. to rFactor 2, allowing racers to achieve glory at one of the most historic venues in the entire world of motorsport. The track is entirely laser scanned to include as much detail as possible and the IR-18 features both Push to Pass and Weight Jacker.

"In my first year competing in INDYCAR, I learned quite quickly how demanding and tough the cars, competition and circuits are," said **Romain Grosjean, current Andretti Autosport driver in the NTT INDYCAR Series and former Haas and Lotus Formula One driver**. "Having come directly from Formula One, where there are no oval circuits and the cars are quite different, without the time I spent training with rFactor 2, I would not have been able to achieve the level of success or familiarity I did last season. With another full year of racing coming up and new goals in sight, I cannot wait to test myself on rFactor 2 and be ahead of the competition as a result of its many offerings that are applicable to our real world racing experiences."

"I have always been a massive fan of rFactor 2 and I am thrilled with the additions the team continues to make to ensure it stays as the pinnacle of racing simulations," said **Juan Pablo Montoya, current DragonSpeed driver in the IMSA WeatherTech SportsCar Championship and former winner of prestigious races such as the Monaco Grand Prix, Indianapolis 500 and 24 Hours of Daytona**. "As someone who has competed in so many different series of motorsport throughout my career, it's incredible to see each form authentically replicated within the virtual world. rFactor 2 and its team of developers continue to outdo themselves."

All content additions and user interface upgrades are currently live within rFactor 2 starting today. Players can find a [full breakdown of features here](#). The quarterly release cycle will proceed with content and build updates throughout 2022, with tentative release dates set for **May, August and November of 2022**.

To keep up with the latest Motorsport Game news visit www.motorsportgames.com and follow on [Twitter](#), [Instagram](#), [Facebook](#) and [LinkedIn](#).

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 across PC, PlayStation, Xbox, Nintendo Switch and mobile, 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. These forward-looking statements include, but are not limited to, statements concerning: (i) the expected benefits, content and features from rFactor 2 updates and user interfaces and from the rFactor 2 platform; and (ii) the Company’s expected timing of releasing future updates and user interfaces to rFactor 2, including, without limitation, the Company’s plans to release quarterly updates in the future. 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 the Company experiencing difficulties and/or delays in releasing future rFactor 2 updates and interfaces and/or enhancing the quality of its product offerings that could negatively impact its future development plans, such as due to higher than anticipated costs incurred in developing, launching and continuing to enhance and improve such products and/or less than anticipated consumer acceptance of the Company’s products and/or difficulties, delays in or unanticipated events that may impact the timing and scope of new updates and user interfaces, such as due to delays and higher than anticipated expenses related to the ongoing and prolonged COVID-19 pandemic and related economic lockdowns and government mandates; unanticipated operating costs, transaction costs and actual or contingent liabilities; adverse effects of increased competition; and unanticipated changes in consumer behavior, including as a result of general economic factors, such as increased inflation. Factors other than those referred to above could also cause Motorsport Games’ results to differ materially from expected results. 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. 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 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 video accompanying this announcement is available at

<https://www.globenewswire.com/NewsRoom/AttachmentNg/146f2d56-c4c3-4bac-87b9-173ecd612abf>