



Motorsport Games to Attend SALT New York 2022 Conference, Hold rFactor 2 Hot Lap Competition for Guests

September 12, 2022

Conference attendees can try to get the fastest lap over the event's three days to win signed gear from driver Romain Grosjean

MIAMI, Sept. 12, 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, today announced that the company will be present at [SALT New York 2022 Conference](#). The conference will be held in New York City at the Javits Center from September 12-14, 2022.

At SALT New York, Motorsport Games will have a booth with the industry-leading rFactor 2 racing simulation set up, after being invited to the conference by Mercedes-AMG Petronas Formula One team partner FTX following a successful partnership at the FTX Off The Grid event in May.

Guests at the conference are invited to stop by and participate in a rFactor 2 Hot Lap Competition, where they can race a Formula Pro car around Circuit Zandvoort and record their fastest times. Former Formula One driver and current INDYCAR star Romain Grosjean has provided a pre-taped hot lap video for guests to match during their runs. At the end of the conference, the fastest times put in by guests will win gear signed by Grosjean.

"Motorsport Games is honored to be a part of the SALT New York Conference this year and we cannot wait for guests to get behind the wheel at one of our rFactor 2 racing simulators," said **Dmitry Kozko, CEO of Motorsport Games**. "As the second large-scale Hot Lap Competition in conjunction with FTX, we know that guests will have a thrilling experience trying to put in the fastest time over the three days of the conference. We encourage everyone to come by our booth and test themselves against Romain Grosjean, while also learning more about both Motorsport Games and FTX."

This activation is the second of its kind, with the first having come in May 2022 during the FTX Off The Grid festival in Miami, Florida. The recurring rFactor 2 competitions at events is part of a larger company goal of providing players and fans with the best possible experience within the world of virtual motorsports.

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

About Motorsport Games:

Motorsport Games, a Motorsport Network company, is a leading racing game developer, publisher and esports ecosystem provider of official motorsport racing series throughout the world. Combining innovative and engaging video games with exciting esports competitions and content for racing fans and gamers, Motorsport Games strives to make the joy of racing accessible to everyone. 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"), as well as the industry leading rFactor 2 and KartKraft simulations. RFactor 2 also serves as the official sim racing platform of Formula E, while also powering Formula 1™ centers through a partnership with Kindred Concepts. 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. Motorsport Games is building a virtual racing ecosystem where each product drives excitement, every esports event is an adventure and every story inspires.

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 Company's goal of providing players and fans with the best possible experience within the world of virtual motorsports. 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 Company's ability to meet its goal of providing players and fans with the best possible experience within the world of virtual motorsports, such as difficulties in developing and launching consumer-preferred games, as well as challenges that may arise from difficulties, delays or less than expected results in achieving the Company's growth plans, strategies, objectives and expectations, such as due to a slower than anticipated economic recovery and/or the Company's inability, in whole or in part, to continue to execute its business strategies and plans. Factors other than those referred to above could also cause Motorsport Games' results to differ materially from expected results. Additional examples of such risks and uncertainties include, but are not limited to: (i) Motorsport Games' ability (or inability) to maintain existing, and to secure additional, licenses and other agreements with various racing series; (ii) Motorsport Games' ability to successfully manage and integrate any joint ventures, acquisitions of businesses, solutions or technologies; (iii) unanticipated operating costs, transaction costs and actual or contingent liabilities; (iv) the ability to attract and retain qualified employees and key personnel; (v) adverse effects of increased competition; (vi) changes in consumer behavior, including as a result of general economic factors, such as increased inflation, higher energy prices and higher taxes and interest rates; (vii) Motorsport Games' ability to protect its intellectual property; and/or (viii) local, industry and general business and economic conditions. 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'

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filings with the Securities and Exchange Commission (the "SEC"), including its Annual Report on Form 10-K for the fiscal year ended December 31, 2021, its Quarterly Reports on Form 10-Q filed with the SEC during 2022, 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.

Press:

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A photo accompanying this announcement is available at <https://www.globenewswire.com/NewsRoom/AttachmentNg/732a7248-3127-4252-98aa-6a6df3e69651>