

Investor Presentation | 2022 August

motorsport GAMES

OFFICIAL LICENSES



MSGM GAME BRANDS



This presentation provides select highlights about Motorsport Games Inc. and certain forward-looking information about the Company's plans for 2022 and beyond. Please see Motorsport Games' SEC filings, including its Annual Report on Form 10-K for the year ended December 31, 2021 and Quarterly Report on Form 10-Q for the period ended June 30, 2022 and Form 8-K filing with its Q2 2022 earnings release, for more complete information on the Company's results of operation, cash flows, financial condition and liquidity, as well as for cautionary disclaimers about the Company's forward-looking statements.

Introduction to Motorsport Games (NASDAQ:MSGM)

Motorsport Games develops and publishes racing games and immersive esports experiences for the world's most iconic races and brands

FORMATION

2018, within Motorsport Network, whose mission is to be the leading, independent voice for the global motorsport and automotive industries and their fans

Started trading on NASDAQ under MSGM on January 13th, 2021

OUR OPERATIONS

166 full-time employees including 109 developers* operating globally across 6 international offices: HQ in Miami, FL

Business pillars are Games, Esports and Community

REVENUE STREAMS

Sells and monetizes video games, as well as video game content for consoles, PC and mobile devices

Organizes and monetizes esports events

RECENT MOMENTUM

Released NASCAR Heat Ultimate Edition+ for Nintendo Switch

Released NASCAR 21: Ignition for Xbox, PlayStation and PC

Signed long-term INDYCAR video game and esports licenses

Acquired rFactor 2 technology (Studio397) and expanded our portfolio of racing IP (KartKraft)

Signed 10-year video game and esports licenses with ACO (Le Mans franchise)



*Headcount reports as of 6/30/2022

Business Pillars

Creating a virtual racing ecosystem where each product drives excitement, every esports event is an adventure and every story inspires

Games

Develops and publishes game titles
Delivers amazing player-first experiences



Esports

Delivers world-class esports events and broadcasts
Creates aspirational ladders for fans and players, highlighting competitive excitement



Community

Generates content that nurtures the virtual racing community and empowers relationships between virtual racing fans



Company Highlights



At the center of large, fast-growing motorsport, gaming and esports categories



Strategic, long-term partnerships with iconic racing brands



Leveraging exclusive partnerships for multiple products and revenue streams



Pole position in virtual racing esports



Integrating acquired technologies and processes into our scalable internal development platform

Exclusive Relationships with Iconic Racing Franchises



- World's #1 Stock Car Auto Racing tour, largest racing series in USA
- Licensed until 2030 for games



- Crown jewel of endurance racing, celebrating their 100-year anniversary in 2023
- JV + long-term exclusive gaming and esports license



- USA's Premier Open Wheel racing series, 2nd largest racing series in the USA after NASCAR
- Entered into long-term gaming and esports license partnership with INDYCAR



- UK's Leading Touring car racing series, 3rd longest consecutive race series after F1 and NASCAR
- Licensed until 2027 for both games and esports



The Motorsport Games Platform

Proprietary MSGM Game Platform

- Global development team* of 130+ people
- Leverage the technology we have acquired to improve the games of our licensed products



Iconic Franchises



Premium Game & Esports Experiences

- Making the thrill of motorsports accessible to all
- Enthusiast, mobile, casual
- Esports, content, streaming
- Available on PC, Xbox, PlayStation, Switch, Steam, Mobile and more



*Development team includes contractor resources as of 6/30/2022

Recent Game Releases

Poised to take our games to the next level

rFactor 2

- Realistic racing simulation, esports platform & driver training
- Full-release on PC/Steam
- UI update released on January 27, 2022



KartKraft

- Ultra-realistic karting sim experience
- Full-release on PC/Steam
- Released on January 26, 2022



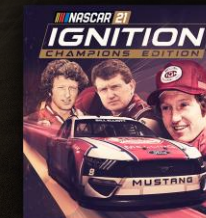
NASCAR Heat Ultimate Edition+

- First NASCAR game on Nintendo Switch
- Brings successful HEAT racing game experience to Switch
- Released on November 19, 2021



NASCAR 21: Ignition

- First installment of new series of games
- Powerful new game engine, graphics, all new physics & AI
- Released on October 28, 2021 on PlayStation, Xbox and PC



Esports – We are the #1 Partner of Choice for Rights Holders

Every Event is an Adventure

Highlighted Capabilities

- World class production, broadcast and event management expertise and experience:
 - On-site studios for esports productions - can also broadcast completely remotely, complete with live commentary
 - Distribute broadcasts both online and through traditional televisual channels
 - Expertise across a large range of racing games and platform agnostic
 - Large event experience including Autosport International and Le Mans 24 Hour Virtual

Complete end-to-end service including rights holder liaison, commercialization, operations and player management, broadcast and editorial

LE MANS
VIRTUAL
SERIES

Le Mans Virtual Series will return in September 2022 for more elite esports competition including the award winning 24 Hours of Le Mans



First virtual esports event with the NTT INDYCAR Series featuring top INDYCAR drivers



ABB FORMULA E
FIA WORLD CHAMPIONSHIP

Formula E: Acclerate ran a successful independent esports event with the Company's rFactor 2 as its official sim platform

Game Product Roadmap

Focused on delivering a slate of world-class racing games in the coming years



* KartKraft single console release most likely will move to 2023



KARTKRAFT



Advancing our goals via M&A

We look at how we can accelerate our product-driven growth with technology and teams that expedite our go-to-market strategy, seeking to elevate the quality standard of our entertainment and ensure the world-class status of our games

Acquisitions



Closed April 20, 2021



Completed acquisition of remaining shares on April 16, 2021

KARTKRAFT

Closed March 18, 2021

Technology

KartKraft technology & platform for hyper-realistic racing games

+

Industry leading racing simulation physics from rFactor 2

Outputs

Fully integrated into MSGM Game Engine, together utilizing the licensed Unreal Engine for core IP including NASCAR, INDYCAR, the 24 Hours of Le Mans and the British Touring Car Championship

Leveraging rFactor 2 and core technology for Esports Events like the Le Mans Virtual Series and INDYCAR Pro-challenge

How we plan to execute on our purpose

1. Leverage unique licenses to make more games on different platforms
2. Continue to evolve scalable technology to 'wow' users
3. Generate content that nurtures the virtual racing community and empowers relationships between virtual racing fans
4. Deliver world-class official esports events that create aspirational ladders for fans
5. Tie it all together in a virtual racing ecosystem

Conclusion



- Massive opportunity in large and growing motorsport, gaming and esports segments
- Differentiated platform in racing games and esports
- Exclusive strategic relationships with iconic brands
- Clear strategy for growth with continued strategic & licensing relationships
- Experienced leadership and growing team to execute our plan

LEGAL DISCLOSURES

This presentation has been prepared by Motorsport Games Inc. ("Motorsport Games," "us," "our," "we" or the "Company"). For additional information regarding the Company, we urge you to read our reports filed with the SEC, including our 2021 Form 10-K, our 6/30/22 Form 10-Q and our other SEC filings during 2022.

CAUTIONARY NOTE REGARDING FORWARD-LOOKING STATEMENTS: Certain statements in this presentation 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 presentation that are not statements or information 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 Company's future business, future results of operations and/or financial condition; (ii) the expected future impact of new or planned products, events and other offerings and the timing of launching such products, events and offerings under our updated product roadmap, including the Company's belief that it is poised to take its games to the next level; (iii) the expected future impact of implementing management strategies and the impact of other industry trends, including, without limitation, the Company's belief in the skills of its management and team to implement such strategies; (iv) the Company's plan to execute on its purpose by leveraging unique licenses to make more games on different platforms, continuing to evolve scalable technology to 'wow' users, generating content that nurtures the virtual racing community and empowers relationships between virtual racing fans, delivering world-class official esports events that create aspirational ladders for fans and tying it all together in a virtual racing ecosystem; and (v) the Company's belief that it has a massive opportunity in large and growing motorsport, gaming and esports segments; a differentiated platform in racing games and esports; exclusive strategic relationships with iconic brands; a clear strategy for growth with continued strategic & licensing relationships; and experienced leadership and growing team to execute its plan. 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 of the Company's control and are difficult to predict. Examples of such risks and uncertainties include, without limitation: (i) difficulties, delays or less than expected results in achieving the Company's growth plans, 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, such as due to less than anticipated customer acceptance of the Company's new game titles, the Company's experiencing difficulties or the inability to launch its games as planned, less than anticipated performance of the games impacting customer acceptance and sales and/or greater than anticipated costs and expenses to develop and launch its games, including, without limitation, higher than expected labor costs and, in addition to the factors set forth in (ii) through (iv) below, the Company's continuing financial condition and ability to obtain additional capital to meet its financial obligations, such as the going concern qualification on the Company's annual audited financial statements posing difficulties in obtaining new financing on terms acceptable to the Company, or at all; (ii) difficulties, delays in or unanticipated events that may impact the timing and scope of new product launches, such as due to difficulties or delays in using its product development personnel in Russia due to the Russia invasion of Ukraine and the related sanctions and/or more restrictive sanctions rendering transacting in the region more difficult or costly and/or difficulties and/or delays arising out of any resurgence of the ongoing and prolonged COVID-19 pandemic; (iii) less than expected benefits from implementing the Company's management strategies and/or adverse economic, market and geopolitical conditions that negatively impact industry trends, such as significant changes in the labor markets, an extended or higher than expected inflationary environment (such as the impact on consumer discretionary spending as a result of significant increases in energy and gas prices which have been increasing since early in 2020), a higher interest rate environment, tax increases impacting consumer discretionary spending and/or quantitative easing that results in higher interest rates that negatively impact consumers' discretionary spending, or adverse developments relating to the Russia invasion of Ukraine; (iv) difficulties and/or delays impacting the Company's ability to execute its plan, due to one or more of the factors described above or due to the loss of talent within the Company's management team; and/or (v) difficulties and/or delays impacting the Company's ability to take advantage of the opportunity within the motorsport, gaming and esports segments due to one or more of the factors described above and/or due to loss of one or more of its franchise licenses. Factors other than those referred to above could also cause the Company's results to differ materially from expected results. Additional examples of such risks and uncertainties include, but are not limited to: (i) delays and higher than anticipated expenses related to the ongoing and prolonged COVID-19 pandemic, any resurgence of COVID-19 and the Russia invasion of Ukraine; (ii) the Company's ability (or inability) to maintain existing, and to secure additional, licenses and other agreements with various racing series; (iii) the Company's ability to successfully manage and integrate any joint ventures, acquisitions of businesses, solutions and/or technologies; (iv) unanticipated operating costs, transaction costs and actual or contingent liabilities; (v) the ability to attract and retain qualified employees and key personnel; (vi) adverse effects of increased competition; (vii) changes in consumer behavior, including as a result of general economic factors, such as increased inflation, higher energy prices and higher interest rates; (viii) the Company's inability to protect its intellectual property; and/or (ix) 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 the Company's filings with 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. The Company anticipates that subsequent events and developments may cause its plans, intentions and expectations to change. The Company 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 the Company's plans and expectations as of any subsequent date.



Thank you!

