

## 24 Hours of Le Mans Virtual to be Broadcast Digitally Around the World

January 12, 2023

*\*Finale of this year's Le Mans Virtual Series to be broadcast January 14 and 15, 2023*

MIAMI, Jan. 12, 2023 (GLOBE NEWSWIRE) -- [Motorsport Games Inc. \(NASDAQ: MSGM\)](#) ("[Motorsport Games](#)" or the "Company"), today announced the 24 Hours of Le Mans Virtual, the esports finale to the ever-entertaining Le Mans Virtual Series, takes place this weekend on January 14 and 15, 2023. The all-star entry list has attracted the interest of major broadcasters from around the globe including **Motor Trend** On Demand in North America, **CNBC** Pan Latin America and Pan Europe, **Eurosport** Player across Europe and **M-Net SuperSport** in the Sub-Saharan regions of Africa. With broadcasters streaming the event digitally through OTT platforms and on demand services, this exciting and extremely popular esports discipline will be available to millions of homes across the world.

The event features motorsport and esports champions from all four corners of the world, including **Formula One Champion Max Verstappen**, who will be racing from Monaco, **Formula 2 Champion Felipe Drugovich** in Brazil and Formula 3 Champion **Victor Martins** in France, who will join IndyCar's **Romain Grosjean** and **Felix Rosenqvist**, plus a host of real world and esports racing stars ready to take on the world's greatest virtual endurance race.

The storied Silverstone racing track in the UK will be the host venue for a special, live TV show covering this unique two-day event, and the studio will welcome an expert commentary team made up of FIA World Endurance Championship lead commentator Martin Haven, real world racing and esports experts Chris McCarthy and Lewis McGlade, plus highly experienced motorsport commentator Ben Constanduros. A number of "pitlane" reporters will be based around the world to capture interviews and live action including Hayley Edmonds in Paris and current WEC competitor, 2020 Le Mans Virtual driver and FIA F2 and F3 commentator Alex Brundle in the UK.

The 180 competitors – representing 41 different nationalities – piloting the 45 cars (4 drivers in each car in rotation over the 24 hours) will be located on 164 different simulators across the world, and the digital interest from a wide variety of international broadcasters fully reflects the spread of drivers and teams.

**Eurosport** will cover the full 2-day event live throughout its European regions on **Eurosport Player**, and global coverage will be on **Motorsport.tv**. With a large number of successful esports racers hailing from Eastern Europe, the twice-round-the-clock event will be shown live in **Croatia (Max Sport)**, **Poland (Motowizja FB and SportKlub)**, **Slovakia (Arena)** and **Ukraine (Sports TV Ch2)**, while countries such as **Malta (TVMSports+)** and **Turkey (BeIN)** will also broadcast live coverage.

**Motor Trend** will cover the full race live in North America on its OTT service, while **TYC in Mexico** will show the first and last hour of the event within the populous country. **Mnet SuperSport** and **Africa XP** will take the broadcast live across Sub-Saharan and Pan-Africa regions, thus extending the coverage to four continents around the world. Finally, live coverage will be aired in **Fiji (FBC)** and **Singapore (delayed) on Singtel**.

In addition to the live airings above, a wide range of territories will show a special 52-minute highlights show after the event, and information about these broadcasters including **CNBC**, **Disney/Fox** in China and **Sport 1** in India will be communicated in due course.

The **ACO and FIA WEC's official YouTube and 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](http://www.lemansvirtual.com)). The broadcast begins at **12:15 GMT (13:15 CET/07:15 EST)** and the famous French national flag will be dropped for the start of the biggest endurance esports event of the year at **13:00 GMT (8:00 EST / 14:00 CET)**.

For further information, graphics, images and results, see below.

### LMVS PORTAL

Direct link: <https://portal.motorsportgames.com/app/login>

- username: LMVS\_2022

- password: LMVS2022

### 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 elite esports squads to take on endurance classics for a total prize fund of US\$250,000, culminating in the prestigious 24 Hours of Le Mans Virtual. 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).

Round 1	8 Hours of Bahrain, Bahrain	September 17, 2022
Round 2	4 Hours of Monza, Italy	October 8, 2022
Round 3	6 Hours of Spa, Belgium	November 5, 2022
Round 4	500 Miles of Sebring, USA	December 3, 2022
Round 5	24 Hours of Le Mans Virtual	January 14/15, 2023

### About Motorsport Games:

### Motorsport Games - How to watch the 24 Hours of Le Mans Virtual



Motorsport Games - How to watch the 24 Hours of Le Mans Virtual

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 F1 Arcade 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 timing, participants, expected benefits and anticipated coverage of the 24 Hours of Le Mans Virtual. 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 expected benefits of the Le Mans Virtual Series, such as due to unexpected changes in the event participants, 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, such as due to less than anticipated participation in or viewership of the Le Mans Virtual Series events. 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) 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) Motorsport Games' ability (or inability) to maintain existing, and to secure additional, licenses and other agreements with various racing series; (iii) Motorsport Games' ability to successfully manage and integrate any joint ventures, acquisitions of businesses, solutions 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) Motorsport Games' 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 Motorsport Games' 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](http://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
<a href="http://motorsportgames.com">motorsportgames.com</a>	Twitter: <a href="https://twitter.com/msportgames">@msportgames</a> & <a href="https://twitter.com/traxiongg">@traxiongg</a>
<a href="http://traxion.gg">traxion.gg</a>	Instagram: <a href="https://www.instagram.com/msportgames">msportgames</a> & <a href="https://www.instagram.com/traxiongg">traxiongg</a>
<a href="http://motorsport.com">motorsport.com</a>	Facebook: <a href="https://www.facebook.com/MotorsportGames">Motorsport Games</a> & <a href="https://www.facebook.com/traxiongg">traxiongg</a>
	LinkedIn: <a href="https://www.linkedin.com/company/MotorsportGames">Motorsport Games</a>
	Twitch: <a href="https://www.twitch.tv/traxiongg">traxiongg</a>
	Reddit: <a href="https://www.reddit.com/user/traxiongg">traxiongg</a>

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 photo accompanying this announcement is available at <https://www.globenewswire.com/NewsRoom/AttachmentNg/605e6cdb-4bf9-4e1d-8eb2-7d0f74409751>