

PRESS RELEASE

GMR-001 HYPERCAR LAUNCHES IN LE MANS ULTIMATE WITH ONLINE COMPETITION

- The GMR-001 Hypercar has been added to the base game car lineup in Le Mans Ultimate, the official games of the FIA WEC and 24 Hours of Le Mans
- The car's arrival before its first real-world race is the result of close coordination between Genesis Magma Racing engineers and Motorsport Games' developers
- To mark the introduction, players will be able to compete in daily races with the fastest drivers winning a visit to Genesis Magma Racing's workshop and session in the team F1-bred simulator in the "GMR Sim to Sim" competition

LE CASTELLET, France, April 2, 2026 — As Genesis Magma Racing and the GMR-001 Hypercar prepare to join the FIA World Endurance Championship (WEC) grid at the 6 Hours of Imola later this month, the virtual version of the team's first car has already been added to the lineup on Le Mans Ultimate.

Team's Engineers Work Closely with Game Developers

The addition of the GMR-001 Hypercar, which is available now for free to all players, comes after a close cooperation between Genesis Magma Racing and Motorsport Games, the developers of Le Mans Ultimate, the Official Game of the FIA World Endurance Championship and 24 Hours of Le Mans.

The two groups worked hand-in-hand to model the car directly from Genesis' own renderings of the design. Engineers have also provided data and feedback on the suspension settings, aerodynamic balance and gearing of the GMR-001 Hypercar to create a realistic handling model for the car's launch – which comes before the car's competitive debut, an impressive first for Le Mans Ultimate and a major accomplishment in any racing simulation.

In game, the GMR-001 Hypercar carries the #17 and "liquid-metal" based livery first revealed on March 31. The livery carries the same traditional Korean hangeul lettering for "Magma" – "마그마" – that will be seen on the real cars. The sound of the car's G8MR 3.2l Turbo V8 engine completes the package, created with recordings of the motor from some of Genesis Magma Racing's latest development tests.

The GMR-001 Hypercar is the headline of Motorsport Games' V1.3 Update for the game, which also features the addition of ELMS content, including the Circuit de Barcelona-Catalunya as

PRESS RELEASE

part of DLC, as well as a number of smaller additions and fixes. The Update also introduces a Korean translation of the game, supporting Genesis Magma Racing's position as the first South Korean manufacturer to enter the FIA World Endurance Championship.

Chance to Win Workshop Visit in GMR Sim to Sim Contest

To mark the arrival of the GMR-001 Hypercar in game, and the collaboration between Genesis Magma Racing and Motorsport Games, the car will be the focus in the "GMR Sim to Sim" competition – Silver Daily Races taking place in Le Mans Ultimate online March 31-April 7.

In the races, Le Mans Ultimate players will take the GMR-001 Hypercar to the fearsome Circuit de Spa-Francorchamps. Faced with the kind of changing track conditions the Ardennes venue is notorious for, as well as specially created challenging fuel usage and tire wear parameters, players will compete not only for victory in their 45-minute race, but for the fastest lap of all drivers worldwide competing across all splits over the full week.

The fastest five (age 18+) will win an all-expenses-paid visit to Genesis Magma Racing's workshop at Le Castellet, France, to see where the team prepares the cars for the WEC season and will also experience a session in the team's F1-bred Dynisma simulator.

Genesis Magma Racing GMR-001 Hypercar driver Dani Juncadella said: "I've been part of Team Red Line and Verstappen Sim Racing for the last five years, and I know some of our Pros are involved in Le Mans Ultimate, so it's clearly a great platform that is only going to keep growing. It's already been extremely popular with sim racers and teams, and to have the GMR-001 Hypercar included in the game before our first race is very exciting, and I'm very happy to be part of the event to celebrate the introduction of the car to the game. Our engineers have worked closely with the developers to create the in-game model, and I'm looking forward to trying it out."

Juncadella will provide coaching to the winning drivers during their time in Genesis Magma Racing's simulator. "With a session in our simulator, the top drivers will get a chance to see what it is like to work with a real-world, professional Hypercar team," he said. "The top sim racers are so talented and dedicated, driving every day and putting so much effort into their own rigs. So, the fact that they will get to experience our sim will be a great moment for them, and a great opportunity because, I believe, something like that can open chances for the future."

For full terms and details of the GMR Sim to Sim contest, please see here: <https://lemansultimate.com/competition-time-gmr-sim-to-sim-challenge/>

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