



**ASSETTO CORSA COMPETIZIONE – WORLD PREMIERE EVENT
E3 2018 - LOS ANGELES - June 12th-14th**

ROME – June 6, 2018 – *Assetto Corsa Competizione*, the new official licensed Blancpain GT Series videogame developed by [Kunos Simulazioni](#) and published by [505 Games](#), will be showcased for the first time in public during E3 2018 in Los Angeles at Thrustmaster's booth.

All attendees will have the opportunity to experience the racing game in a pre-Alpha stage, using the most recent Thrustmaster products, with Ferrari and Sparco official licenses in a hotlap-based endurance race using professional simulations from Californi-based company VRX

Assetto Corsa Competizione will be available for testing in a pre-Alpha stage on several circuits, with two different cars. Fans will face this mix of contents, enriched by the presence of night/day cycle and rain, enjoying for the first time Unreal Engine 4 graphics engine applied to a racing simulator.

Virtual racers, thanks to **Thrustmaster**, will dive into *Assetto Corsa Competizione* feeling every single curb, since TS-XW double-belt brushless motor servo-base will be used. They will be able to test this equipment together with Ferrari F488 GT3 and Sparco P310 wheel add-ons, perfectly replicating their real counterparts, being able to win prizes.

Sparco, worldwide leader for motorsport equipment, will deploy its Sparco Evolve cockpits with QRT-Vs, brand new bucket seats that thanks to a patented production technology are 30% lighter than the last generation of products. Hypergrip, highly breathable and touch-sensitive sim racing gloves, will also be available for testing.



The meeting point for hands-on sessions and interviews will be Thrustmaster booth (Los Angeles Convention Center / South Hall / Booth 2811)

“It’s a great pleasure for us to have the possibility to showcase Assetto Corsa Competizione to the public for the first time, thanks to the collaboration with Thrustmaster and Sparco. It is fundamental for us to collect some feedback from journalists, gaming market experts and show visitors on the new Assetto Corsa’s chapter - states Marco Massarutto, Co-Founder, Brand & Product Manager for Kunos Simulazioni. – “Sharing with the public the state of the art of the development is key for us, to listen to their feedback and show our current progress and “competition” concept related functionalities, that as intendable from the new is fundamental component of Assetto Corsa Competizione’s gameplay. Doing this now, in a pre-Alpha stage, will allow us to focus at our best in the next developing steps, heading at the best of our capabilities to the early access program release.”

“Having the world premiere of Assetto Corsa Competizione by Kunos Simulazioni at our booth for E3 2018 – along with amazing Sparco Gaming products – proves to our racing friends that the driving force behind what we do is to help them live out highly realistic, immersive experiences in the world of competition and e-Sports.” Are the words from Agnès Cornière, Worldwide Marketing Vice-President for Thrustmaster.

“Everyday more, the real racetrack performance research starts in front of a simulator rig – says Claudio Pastoris, CEO for Sparco – for this reason we are proud to share our racing and motorsport experience to improve gaming performances and support eSport community with innovative solutions both for entry-level and hardcore gamers. Gaming is a continuously progressing environment and we expect noticeable results in it. Sparco deeply believe in its development and E3 attendance is a proof of strong commitment by the company in this field”

For further information on Assetto Corsa Competizione, please visit the official website <http://assettocorsa.net/> and follow us on [Twitter](#) and [Facebook](#).



About 505 Games

505 Games is a global video game publisher focused on offering a broad selection of titles for players of all ages and levels. The company publishes and distributes premium and free-to-play games on leading console, PC and handheld platforms as well as for mobile devices and social networks.

Publishing highlights in premium games include *Last Day of June*, *PAYDAY 2*, *Terraria*, *Portal Knights*, *Assetto Corsa*, *ABZÛ*, *Virginia*, *Brothers – A Tale of Two Sons* and *How to Survive*. Free-to-play publishing highlights include *Battle Islands*, *Gems of War* and *Hawken*. Distribution highlights include *Stardew Valley*, *Dead by Daylight* and *Inside/Limbo*. Upcoming titles include *Laser League*, *Indivisible* (from the development team behind *Skullgirls*), *Underworld Ascendant* and Koji Igarashi's next project, *Bloodstained: Ritual of the Night*.

505 Games has offices in California, United Kingdom, France, Germany, Italy, Spain and China. It works with a network of distribution and sub-licensing partners in all other markets. For more information on 505 Games and its products please visit www.505games.com.

About Kunos Simulazioni

Kunos Simulazioni is a software house specialized in developing driving simulations mainly for the Windows platform. The company started in 2005 as a *one man show*, and now involving various professional figures, capable of producing the required technology that satisfies different requirements: from professional training software for drivers and racing teams, to promotional channel for companies, to advanced videogame dedicated to sim racers looking for a driving model with maximum realism. Kunos Simulazioni was born with the main objective to deliver to the market an advanced version of freeware project "netKar", but it then developed into a structure able to cover several fields in virtual racing. Today, Kunos Simulazioni is active in the virtual driving sector offering a proprietary technology strongly focused on realism of dynamics models. Its latest videogame, "ASSETTO CORSA", is one of the most popular and appreciated racing simulations representing a benchmark in terms of car handling, driving feeling and track accuracy.