



For Immediate Release

Scientific Games Wins Three Awards at 2015 Global Gaming Expo, Including 'Land-Based Industry Supplier of the Year', 'Latin America Executive of the Year', and 'Best Table Product or Innovation'

Company Honored For Leadership, Innovation, and Customer Commitment

LAS VEGAS – October 7, 2015 – [Scientific Games](#) (NASDAQ: SGMS) (“Scientific Games” or the “Company”) received three leading industry awards during the [Global Gaming Expo](#) (“G2E”), which was held in Las Vegas, Nevada, at the [Sands Expo](#), September 29-October 2, 2015.

The Company was honored with two top accolades during the 2015 Global Gaming Awards luncheon: Land-Based Industry Supplier of the Year and Latin America Executive of the Year.

Scientific Games competed against nine other companies for the coveted award of Land-Based Industry Supplier of the Year. The award recognizes a company’s achievements in making the land-based industry the innovative, entertaining, and safe sector it is today.

Scientific Games has won more than twice as many innovation awards in the past five years (2010-2015) than all its competitors combined.

Gavin Isaacs, President and Chief Executive Officer, Scientific Games, said, “We are thrilled to win the Global Gaming Award for Land-Based Industry Supplier of the Year. The land-based market is certainly the largest area of our business and one that we focus tremendously on through our innovation teams around the world.

“More than 40 percent of our total employee base is in a job that directly impacts innovation, invention, and creativity, empowering our customers by creating the world’s best gaming experiences as well as products that deliver tremendous operating efficiencies. Through our focus on innovation, we work hard every day to win our customers’ vote as the best supplier and partner.”

In the category of Latin America Executive of the Year, Ricardo Regner, Scientific Games’ Vice President of Sales and Operations for Latin America, Mexico and the Caribbean, competed against five well-respected executives for the coveted recognition.

The annual Global Gaming Awards are powered by gaming publication [Gambling Insider](#) and brought to the industry in partnership with the American Gaming Association, Reed Exhibitions, and G2E. They were created to recognize and reward innovation and achievement across both the digital and land-based gaming sectors, with awards presented across 12 industry-wide categories. The awards are voted on by an impressive panel of 50 leading industry executives, and the votes are then independently adjudicated by KPMG, a leading global corporate advisory firm.

Derik Mooberry, Scientific Games' Chief Executive, Gaming, said, "Ricardo's region and responsibilities have grown significantly with the acquisitions of SHFL Entertainment and Bally Technologies, and he has handled it all with professionalism and passion, leading a talented team with a clear focus on partnering with customers and delivering innovative products that drive results. We are proud to have Ricardo on our team and congratulate him on this honor as Latin America Executive of the Year."

Regner joined Bally Technologies in 2008 as Director of Latin America and quickly ascended to his current leadership role with Scientific Games after its 2014 acquisition of Bally Technologies. Based in Buenos Aires, Argentina, Regner provides executive management, strategic direction, business development, and oversees sales and operations for the Company's *Bally*, *Shuffle Master*, and *WMS* product lines in Latin America, Mexico, and the Caribbean. Under Regner, the region achieved three straight years of record revenue.

Scientific Games also received the top innovation award from [Global Gaming Business](#) magazine at the 15th Annual Gaming & Technology Awards in the category of "Best Table Game Product or Innovation" for *Flushes Gone Wild*, a proprietary table game.

The Gaming & Technology Awards, which are sponsored by *Global Gaming Business* magazine, recognize industry-leading technology and innovation. A panel of expert judges from across the casino gaming industry evaluated the submissions.

"Honors such as these demonstrate that the Scientific Games team is laser-focused on bringing imagination and innovation to the casino floor," Mooberry said. "Our 360-degree product solutions elevate the gaming experience and offer more profit potential to our customers across the casino floor, in slots, systems, table products, electronic table games, mobile, and interactive."

Flushes Gone Wild is one of the latest table games developed for the *Shuffle Master* brand. The object of *Flushes Gone Wild* is simple and entertaining: Get a flush with more cards than the dealer. Aces are always considered the highest card. Deuces are always wild. In the event the player and dealer have a flush of equal length, the rank of the highest kicker determines the winner.

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About SCIENTIFIC GAMES

Scientific Games Corporation (NASDAQ: SGMS) is a leading developer of technology-based products and services and associated content for worldwide gaming, lottery and interactive markets. The Company's portfolio includes gaming machines, game content and systems; table games products and utilities; instant and draw-based lottery games; server-based lottery and gaming systems; sports betting technology; loyalty and rewards programs; and interactive content and services. For more information, please visit www.scientificgames.com.

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Forward-Looking Statements

In this press release, Scientific Games makes "forward-looking statements" within the meaning of the U.S. Private Securities Litigation Reform Act of 1995. Forward-looking statements describe future expectations, plans, results or strategies and can often be identified by the use of terminology such as "may," "will," "estimate," "intend," "plan," "continue," "believe," "expect," "anticipate," "target," "should," "could," "potential," "opportunity," "goal," or similar terminology. These statements are based upon management's current expectations, assumptions and estimates and are not guarantees of timing, future results or performance. Actual results may differ materially from those contemplated in these statements due to a variety of risks and uncertainties and other factors, including, among other things: competition; U.S. and international economic and industry conditions, including declines in or slow growth of lottery retail sales or gross gaming revenues, reductions in or constraints on capital spending by gaming or lottery operators and bankruptcies of, or credit risk relating to, customers; limited growth from new gaming jurisdictions, slow addition of casinos in existing jurisdictions and declines in the replacement cycle of existing gaming machines; ownership changes and consolidation in the casino industry; opposition to legalized gaming or the expansion thereof; ability to adapt to, and offer products that keep pace with, evolving technology; ability to develop successful gaming concepts and content; laws and government regulations, including those relating to gaming licenses and environmental laws; inability to identify and capitalize on trends and changes in the gaming and lottery industries, including the expansion of interactive gaming; dependence upon key providers in our social gaming business; retention and renewal of existing contracts or entry into new or revised contracts; level of our indebtedness, higher interest rates, availability and adequacy of cash flows and liquidity to satisfy obligations or future needs, and restrictions and covenants in our debt agreements; protection of our intellectual property, ability to license third party intellectual property, and the intellectual property rights of others; security and integrity of our software and systems and reliance on or failures in our information technology systems; natural events that disrupt our operations or those of our customers, suppliers or regulators; inability to benefit from, and risks associated with, strategic equity investments and relationships, including (i) the inability of our joint venture to meet the net income targets or otherwise to realize the anticipated benefits under its private management agreement with the Illinois lottery (or in connection with any termination thereof), (ii) the inability of our joint venture to meet the net income targets or other requirements under its agreement to provide marketing and sales services to the New Jersey lottery or otherwise to realize the anticipated benefits under such agreement and (iii) failure to realize the anticipated benefits related to the award to our consortium of an instant lottery game concession in Greece; failure to achieve the intended benefits of the Bally acquisition or the WMS acquisition, including due to the inability to successfully integrate such acquisitions or realize synergies in the anticipated amounts or within the contemplated timeframes or cost expectations, or at all; litigation relating to the Bally acquisition; disruption of our current plans and operations in connection with the Bally acquisition and the WMS acquisition (including in connection with the integration of Bally and WMS), including departure of key personnel or inability to recruit additional qualified personnel or maintain relationships with customers, suppliers or other third parties; costs, charges and expenses relating to the Bally acquisition and the WMS acquisition; inability to complete or successfully integrate future acquisitions; incurrence of restructuring costs, revenue recognition standards and impairment or asset write-down charges; fluctuations in our results due to seasonality and other factors; dependence on suppliers and manufacturers; risks relating to foreign operations, including fluctuations in foreign currency exchange rates and restrictions on the payment of dividends from earnings, restrictions on the import of products and financial instability, including the potential impact to our instant lottery game concession or VLT lease arrangements resulting from the recent economic and political conditions in Greece; dependence on our key employees; litigation and other liabilities relating to our business, including risks relating to product defects or other claims relating to products; influence of certain stockholders; and stock price volatility.

Additional information regarding risks, uncertainties and other factors that could cause actual results to differ materially from those contemplated in forward-looking statements is included from time to time in our filings with the SEC, including the Company's current reports on Form 8-K, quarterly reports on Form 10-Q and its latest annual report on Form 10-K filed with the SEC on March 17, 2015 (including under the headings "Forward Looking Statements" and "Risk Factors"). Forward-looking statements speak only

as of the date they are made and, except for Scientific Games' ongoing obligations under the U.S. federal securities laws, Scientific Games undertakes no obligation to publicly update any forward-looking statements whether as a result of new information, future events or otherwise.