



For Immediate Release

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**MGM GRAND PLAYER WINS \$1.1M JACKPOT
ON WMS WILLY WONKA™ SLOT MACHINE**

Chicago – December 17, 2014 – [Scientific Games Corporation](#) (NASDAQ: SGMS) announced today that a player hit a big jackpot on a WMS wide-area progressive game at the [MGM Grand](#) in Las Vegas, Nevada on December 14, 2014. The lucky player won a virtual Golden Ticket in the form of a \$1,115,523 jackpot on a WMS *WILLY WONKA & THE CHOCOLATE FACTORY™* slot machine.

The *WILLY WONKA & THE CHOCOLATE FACTORY* game offers unique bonus rounds drawn straight from the motion picture classic. Powered by the *Sensory Immersion 2.0* motion chair, the *Chocolate River Bonus* allows players the chance to experience the iconic *Wonkatania* ride through exciting motion effects, and the *Elevator Bonus* flies the player up above the factory like Charlie himself, bringing Willy Wonka's world of pure imagination to the casino floor.

Dean Ehrlich, SVP of Global Gaming Operations, said, "We are thrilled to share this exciting event with the MGM Grand. *WILLY WONKA* has quickly become a favorite of players and is also offered on a three-reel mechanical cabinet and on our *Gamefield xD™* cabinet. Congratulations to the winner of this life-changing jackpot!"

WILLY WONKA: TM & © Warner Bros. Entertainment Inc. (s14)

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About Scientific Games:

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

About WMS

WMS Gaming Inc., a wholly owned subsidiary of Scientific Games Corporation, is a leading supplier of innovative gaming entertainment products and services worldwide. WMS designs, develops, manufactures, distributes and markets casino games and gaming machines, video lottery terminals and video gaming terminals. More information on WMS can be found at now.wms.com or visit the Company on Facebook®, Twitter® or YouTube®.

About Warner Bros. Consumer Products

Warner Bros. Consumer Products, a Warner Bros. Entertainment Company, is one of the leading licensing and retail merchandising organizations in the world.

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," "continue," "believe," "expect," "anticipate," "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 credit risk relating to customers; slow growth of new gaming jurisdictions, slow addition of casinos in existing jurisdictions and declines in the replacement cycle of 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 regulation, 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, (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 (including as a result of a protest) 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 acquisition of WMS, including due to the inability to realize synergies in the anticipated amounts or within the contemplated time-frames or cost expectations, or at all; inability to complete future acquisitions; inability to successfully integrate future acquisitions; litigation relating to the Bally acquisition; disruption of our current plans and operations in connection with the Bally acquisition, (including in connection with the integration of Bally), 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; inability to successfully integrate Bally (including SHFL and Dragonplay Ltd.); failure to realize the intended benefits of the Bally acquisition, including the inability to realize the anticipated synergies in the anticipated amounts or within the contemplated time-frames or cost expectations, or at all;; incurrence of restructuring costs, revenue recognition standards and impairment 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 import of our products; dependence on our employees; litigation and other liabilities relating to our business, including litigation and liabilities relating to our contracts and licenses, our products and systems, our employees, intellectual property and our strategic relationships; 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 under the heading "Risk Factors" in our most recent Annual Report on Form 10-K. 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.

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