**Light & Wonder Presents *Gaming vs. Cancer* Social Impact Campaign**  
*Collaboration with GGW is set to launch with an activation at G2E 2025 in Las Vegas*

**LAS VEGAS – October 2, 2025** – Light & Wonder, Inc. (NASDAQ and ASX: LNW) (together with its subsidiaries “Light & Wonder,” “L&W” or the “Company”), together with Global Gaming Women (GGW) and Global Gaming Expo (G2E), presented by the American Gaming Association (AGA) and organized by RX, is proud to introduce *Gaming vs. Cancer*, a campaign to unite the global gaming industry in a collective effort to raise awareness, funding, and support for cancer research, care, and community programs benefiting individuals and families affected by the disease.

“As the leading cross-platform global games company, we recognize both the responsibility and the opportunity we have to make a meaningful impact in the communities where we live, work, and play,” said Shannon Demus, CFO, Gaming Americas at Light & Wonder. “This awareness campaign is a powerful example of what is possible when the gaming industry unites with purpose and compassion to drive positive change.”

*Gaming vs. Cancer* offers a unique opportunity to #JoinTheFightChangeTheGame by mobilizing a vast network of partners, professionals, and players to stand behind one cause. The campaign aims to create meaningful impact by supporting families and funding critical advancements in treatment and prevention.

"Global Gaming Women is honored to stand alongside Light & Wonder and G2E in this meaningful campaign. Our mission has always been to connect, educate and inspire women across the gaming industry. Together, we can raise awareness, share knowledge and provide comfort and strength to those impacted by cancer while showing the power and unity of an entire industry," said Pamela Buckley, Executive Vice President of Global Gaming Women.

Aligning with Breast Cancer Awareness Month, the campaign will launch in two parts this October. The first activation is a hands-on volunteer event on Wednesday, October 8 at G2E, hosted in collaboration with GGW and United Way of Southern Nevada. G2E attendees and GGW members will have the opportunity to assemble comfort kits for patients currently undergoing cancer treatment. Completed kits will be distributed by United Way of Southern Nevada, benefitting the American Cancer Society.

“It’s a privilege to bring together G2E, Global Gaming Women, and Light & Wonder to shed light on this important cause. Supporting women across our industry is central to what we do, and this partnership allows us to provide life-changing resources and tangible support to those affected by cancer – not just this year at G2E but all year round,” said Korbi Carrison, Event Vice President, G2E.

Additionally, Light & Wonder is holding a month-long fundraising campaign to benefit the American Cancer Society. As part of the commitment, the Company will match all donations up to $10,000 made through the Light & Wonder Game Changers for Good portal, powered by social impact platform, [Benevity](https://benevity.go.link/hTko3).

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**About Light & Wonder, Inc.**

Light & Wonder, Inc. is the leading cross-platform global games company. Through our three unique, yet highly complementary business segments, we deliver unforgettable experiences by combining the exceptional talents of our 6,500+ member team, with a deep understanding of our customers and players. We create immersive content that forges lasting connections with players, wherever they choose to engage. At Light & Wonder, it’s all about the games. The Company is committed to the highest standards of integrity, from promoting player responsibility to implementing sustainable practices. To learn more visit [www.lnw.com](https://urldefense.com/v3/__http:/www.lnw.com__;!!DlCMXiNAtWOc!wIFY9wOioXl2CgTwjE4BR_uw0gk18cB8Yb5GMy18MiF2I9d9d8CZ_vBlfyEdmOSbAWXKT6FdquoTXIyZMftBCJw$).

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