



*For Immediate Release*

## **Scientific Games Appoints Marco Herrera, Managing Director Gaming in Europe, the Middle East and Africa**

### **Names International Headquarters for Gaming Division**

**LAS VEGAS and BARCELONA – July 7, 2015** —Scientific Games Corporation (“Scientific Games” or the “Company”) today announced the appointment of Marco Herrera in an expanded role as Vice President, Managing Director of Gaming for Europe, the Middle East and Africa (EMEA). Reporting to Robert J. Parente, Senior Vice President and Chief Revenue Officer for the Company’s Gaming Division, Herrera will lead operations and oversee sales of gaming machines, casino-management systems solutions, and table products representing the Company’s *Bally*, *Shuffle Master*, and *WMS* product brands. He will also oversee service and support to grow the Company’s market share in EMEA and to elevate the customer experience in the region by bringing the three powerful product brands under a combined operational infrastructure. The international headquarters of the Company’s Gaming division is located at Carrer de Leonardo Da Vinci, 24-28 in Rubi, Spain, just 15 kilometers from Barcelona.

Derik Mooberry, Group Chief Executive Gaming at Scientific Games, said, “We are honored to elevate Marco into a role with greater responsibility in the oversight of operations, sales, and the integration of our proven product brands in the strategic and vitally important EMEA region. Marco brings strong customer relationships, a proven track record for delivering growth, deep insights into our industry, and a competitive spirit to his expanded role.”

Herrera joined Scientific Games in November 2014 following its merger with Bally Technologies. Previously, Herrera served as Bally Technologies’ Vice President and Managing Director of EMENA for four years, and eight years as Vice President and Managing Director of the Bally Technologies *MCC*™ casino and slot-management system division in Nice, France. Before joining Bally Technologies in 2006, he served as Chief Technology Officer and Executive Vice President of ztradingindustries, a software and services provider in the pre-owned goods market.

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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](http://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 on 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 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 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.